

Batman: A Lonely Place of Dying. Part 3 of 5



# BATMAN

441

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AUTHORITY



# STRAP IN FOR FULL THROTTLE ACTION.

SKY SHARK® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM.®

**Taito**

NOBODY EVER SAID IT WOULD BE EASY...

Deep in enemy territory, you've got to fly your P-40 on a dangerous top secret mission. The skies are thick with a deadly rain of armor-piercing fire. They chose you for one reason. You're the best there is. You know the score, so aim right and fly tight. The skies are anything but friendly tonight.

**SKY SHARK**

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ENTERTAINMENT SYSTEM®

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REV-A

*The Original Arcade Hit Is Here Now!*

Get ready for the flight of your life with the awesome WW II air battle, Sky Shark.® Pilot your P-40 fighter plane over a scrolling landscape of dangerous enemy territory. Use your machine guns, bombs and pilot skills to knock out attacking tanks, anti-aircraft guns and an armada of deadly battleships and aircraft carriers. The final fight brings you face to face with a massive flying fortress.

Now this white knuckle arcade thriller from Taito® is ready to fly on your Nintendo Entertainment System.® You won't believe the five incredible levels of action.

We bring even more arcade excitement into your home with other action packed hits like Bubble Bobble,™ the addictive dinosaur romp, Operation Wolf,® the awesome prisoner rescue mission, and Renegade,™ the knock-out street-style karate brawl.

Take off for the guts and glory of taming the skies with the high flying action of Sky Shark.® Don't be left on the ground.

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IF I WANT TO MURDER BATMAN, I'VE GOT TO LURE HIM TO ME.

BUT HOW? WHAT CAN I STEAL? WHAT CLUES CAN I LEAVE THAT ARE BOTH OBVIOUS AND YET SUBTLE?

AFTER ALL THESE YEARS, IT NEVER GETS ANY EASIER.



HARVEY IS OUT THERE SOMEWHERE. HE KNOWS WHAT HE'S PLANNING, KNOWS WHAT HE WANTS...

...WHILE I CAN ONLY GUESS.

IF I CAN'T FIND HIM, WHAT CAN I DO TO MAKE HIM FIND ME?

# A LONELY PLACE OF DYING

## CHAPTER THREE: PARALLEL LINES!

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Continued from the pages of THE NEW TITANS #60

BLOW UP THE TWIN TOWERS? POSSIBLE, BUT WHAT DO I GET OUT OF IT BESIDES BATMAN'S DEATH?

I DO SO LIKE KILLING TWO BIRDS WITH ONE STONE. SHOULD I DO IT?



SCRATCH THE TOWER.



IT'S GETTING HARDER AND HARDER PLANNING THESE TWO-SIDED CRIMES. PERHAPS I SHOULD ALTER MY MODUS OPERANDI --

--JUST THIS ONCE?



NO... BATMAN WOULD NEVER BELIEVE IT.

WHAT THEN?

THERE IS THE GIMMICKY PERFORMANCE OF "THE COMEDY OF ERRORS" TO CONSIDER.



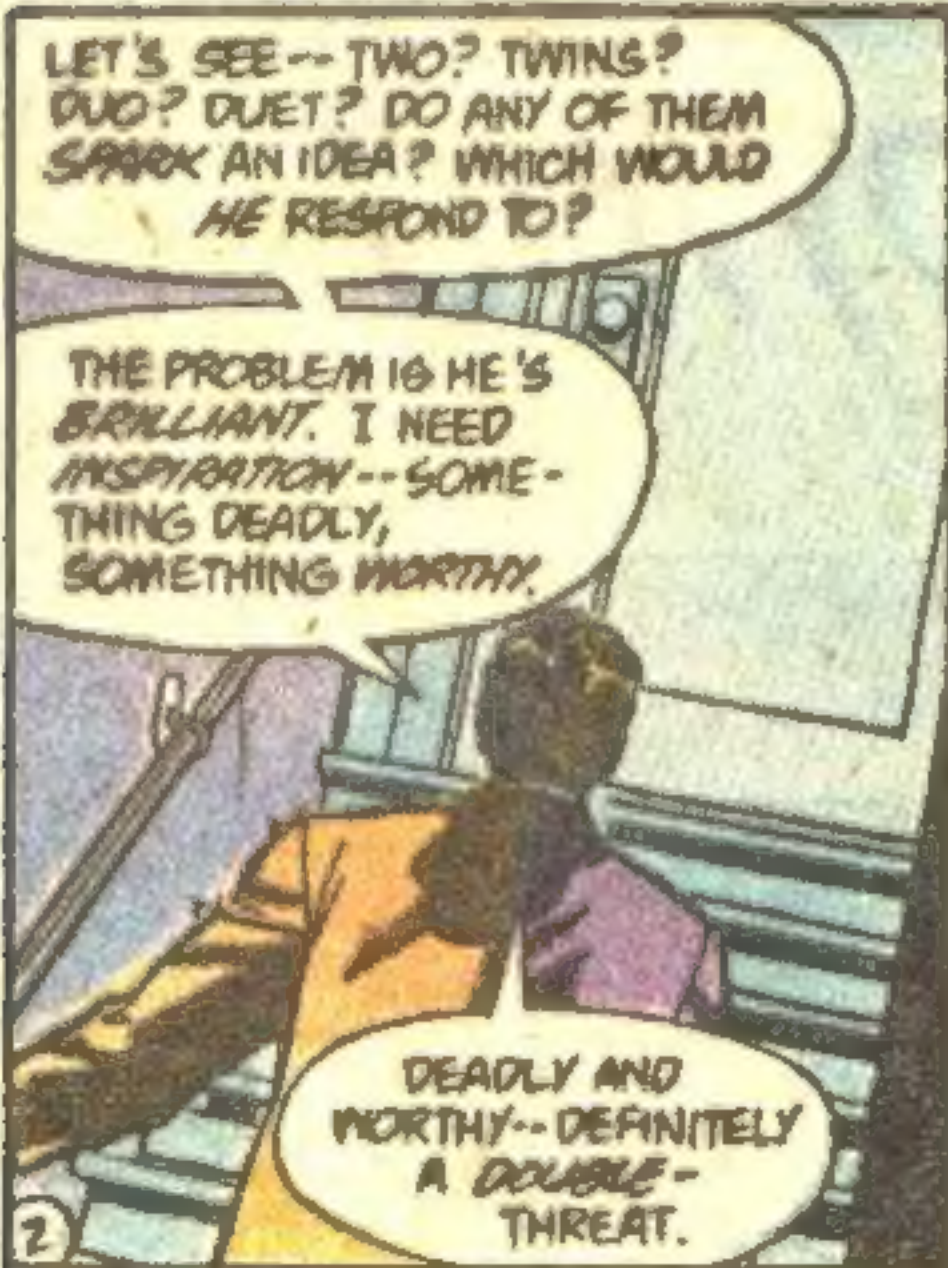
TWO SETS OF TWIN BROTHERS, AND THE PROCEEDS ARE GOING TO TWO DIFFERENT CHARITIES.

CLICKED. I'VE GOT TO BE ORIGINAL OR HE'LL BE SUSPICIOUS.

LET'S SEE-- TWO? TWINS? DUO? DUET? DO ANY OF THEM SPARK AN IDEA? WHICH WOULD HE RESPOND TO?

THE PROBLEM IS HE'S BRILLIANT. I NEED INSPIRATION--SOMETHING DEADLY, SOMETHING WORTHY.

DEADLY AND WORTHY--DEFINITELY A DOUBLE-THREAT.



DALI'S DOUBLE-HEADED PAINTING IS ON EXHIBIT. NO--NOT ENOUGH PROFIT.

THE MUSEUM HAS A TWO-TINED, JEWEL-ENCRUSTED DEATH-LAME BLADE WORTH THOUSANDS. I COULD STEAL IT AND KILL HIM WITH IT AT THE SAME TIME.



NO, I HAVEN'T STOLEN WEAPONS BEFORE. HE'D SUSPECT A TRAP.

PRINCESS DIANA'S DOUBLE-DIAMOND PENDANT? TWO RARE GUTTENBERGS? C'MON, C'MON--THINK, MAN--THINK!

I NEED TO GET INTO HIS HEAD AND THINK AS HE DOES. TWO MINDS BUT WE'VE GOT TO BE ONE!





BRUCE WAYNE COULD STAGE AN EVENT IN THE TWIN TOWERS FOR THE TWO HUNDREDTH ANNIVERSARY OF GOTHAM CITY.

TWO POSSIBLE TARGETS—THE CHARITY MONEY AND ME.



HE HAS A PSYCHOTIC NEED TO ACHIEVE TWO GOALS WITH EACH CRIME.

THE MAN WHO WAS DISTRICT ATTORNEY IS AT CONSTANT ODDS WITH THE MAN WHO'S BECOME TWO-FACE.

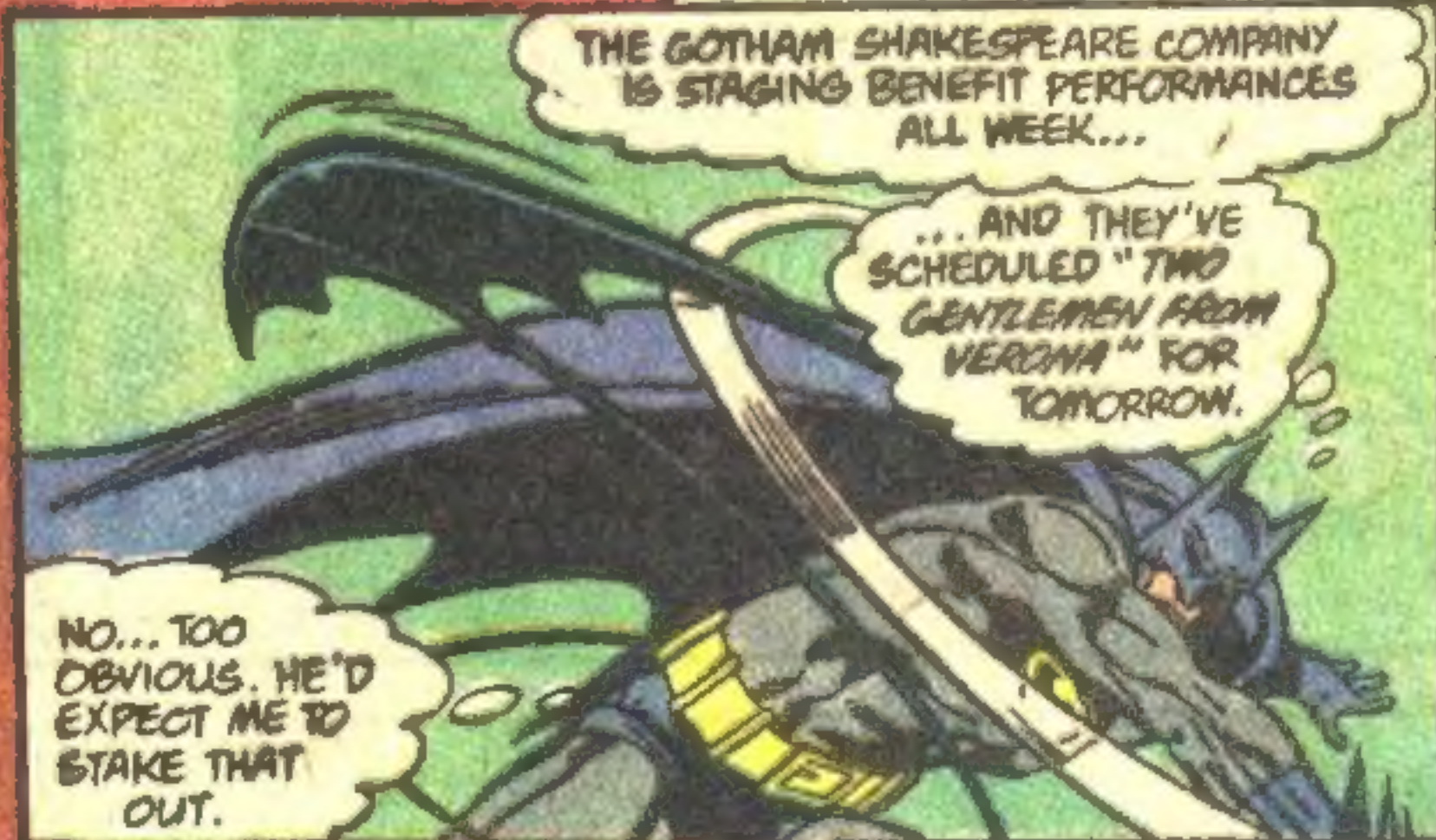


BUT I KNOW HOW HE THINKS, AND THE IDEA IS TO EXPLOIT THAT.



THE QUESTION IS NOW?

WHAT DO I DO?



THE GOTHAM SHAKESPEARE COMPANY IS STAGING BENEFIT PERFORMANCES ALL WEEK...

...AND THEY'VE SCHEDULED "TWO GENTLEMEN FROM VERONA" FOR TOMORROW.

NO... TOO OBVIOUS. HE'D EXPECT ME TO STAKE THAT OUT.



SO LET'S GO OVER THE OBVIOUS, IF ONLY TO DISCARD IT: WHAT COMES IN TWOS, DUOS, EVEN THINGS? WHAT COULD HE RESIST?

YOU WERE A BRILLIANT MAN, HARVEY. I CAN MATCH THAT, BUT I CAN'T DUPLICATE THE INSANE WAY YOUR MIND NOW WORKS.

INSANITY AND BRILLIANCE—DEFINITELY A DOUBLE-THREAT.



THE GOTHAM GOLIATHS ARE PLAYING A DOUBLE-HEADER WITH THE MINNESOTA TWINS. NO, THE GATE RECEIPTS AREN'T ENOUGH TO INTEREST HIM.

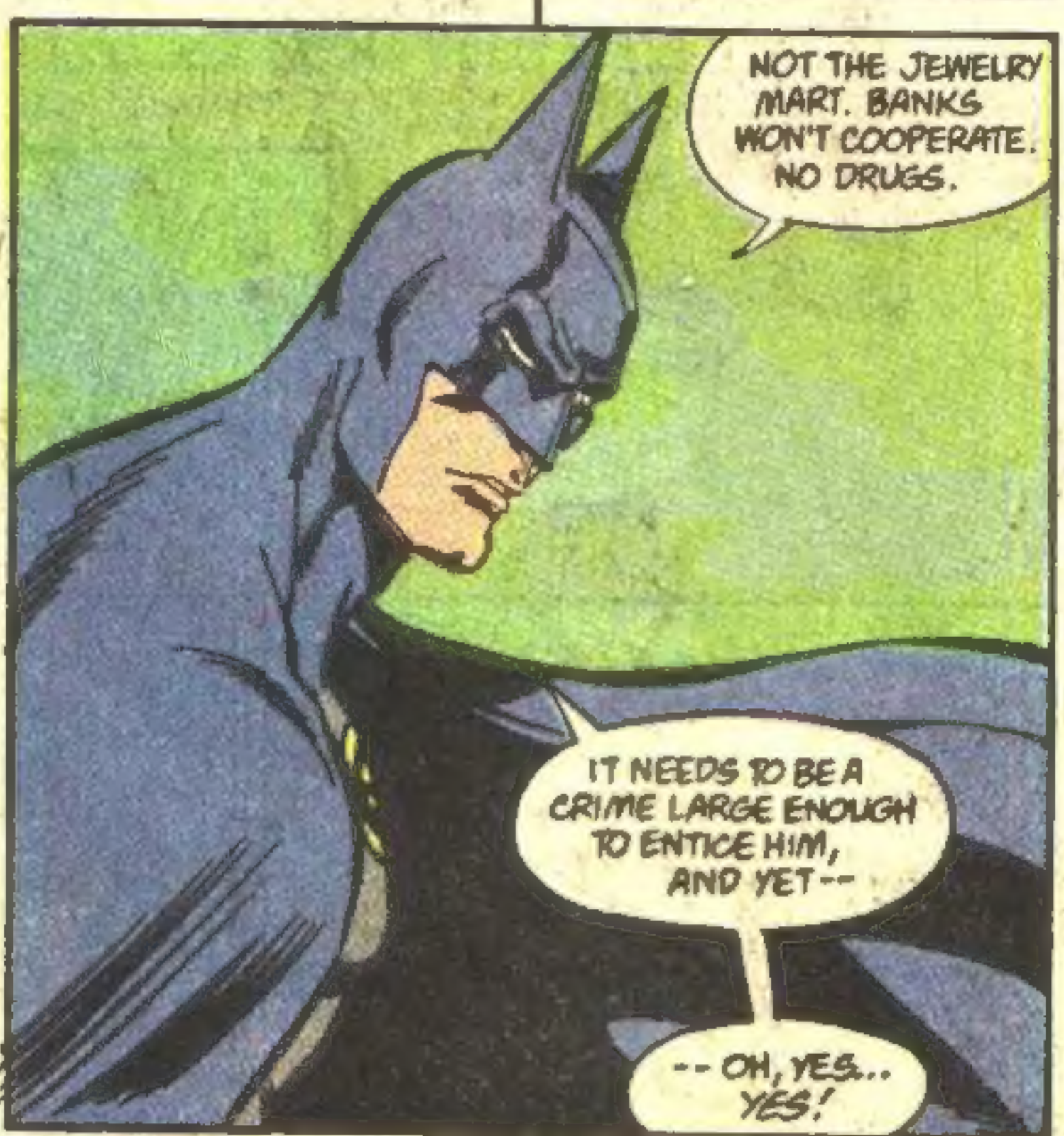
WAYNE TECHNOLOGY'S UNVEILING A BINARY FUSION SYSTEM THAT COULD BE WORTH MILLIONS.



I DON'T THINK SO—HE'S RARELY SHOWN AN INTEREST IN HI-TECH CRIMES.

TWO OF THE DEAD SEA SCROLLS ARE ON DISPLAY. THINK! WHAT COULD LURE HIM OUT OF HIDING?

GET INTO HIS HEAD. THINK LIKE HE DOES.



# TAKE NO PRISONERS.

OPERATION WOLF® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM®

**TAITO™**

TAKE NO PRISONERS

**OPERATION**

**WOLF**

The time has come for someone to teach the terrorists what terror is all about. The only way to stop them is to get in, strike hard and get out fast. Terrorists be warned... Operation Wolf is coming.

THE  
WORLD'S  
#1 ARCADE  
GAME!

Now you can thrill to the world's best arcade game right on your Nintendo Entertainment System®. Operation Wolf® takes you on a prisoner rescue mission you'll never forget. Mind-blowing arcade quality graphics put you behind enemy lines where you must destroy the terrorists and save helpless prisoners. One play and you'll know why it's the world's number 1 arcade game. Operation Wolf® uses Nintendo Zapper® or standard controller.

For more arcade quality fun, at home, grab Taito's other action packed hits for the Nintendo Entertainment System®. Renegade™, the fast paced street-style Karate brawl. Bubble Bobble™, the totally addictive dinosaur delight. And coming soon, Sky Shark®, the arcade's meanest, most explosive high-flying World War II air battle.

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# Chow down Dudes!

## TEENAGE MUTANT NINJA

# TURTLES

## CEREAL

Y'GOTTA TASTE  
OUR NEW  
CEREAL!

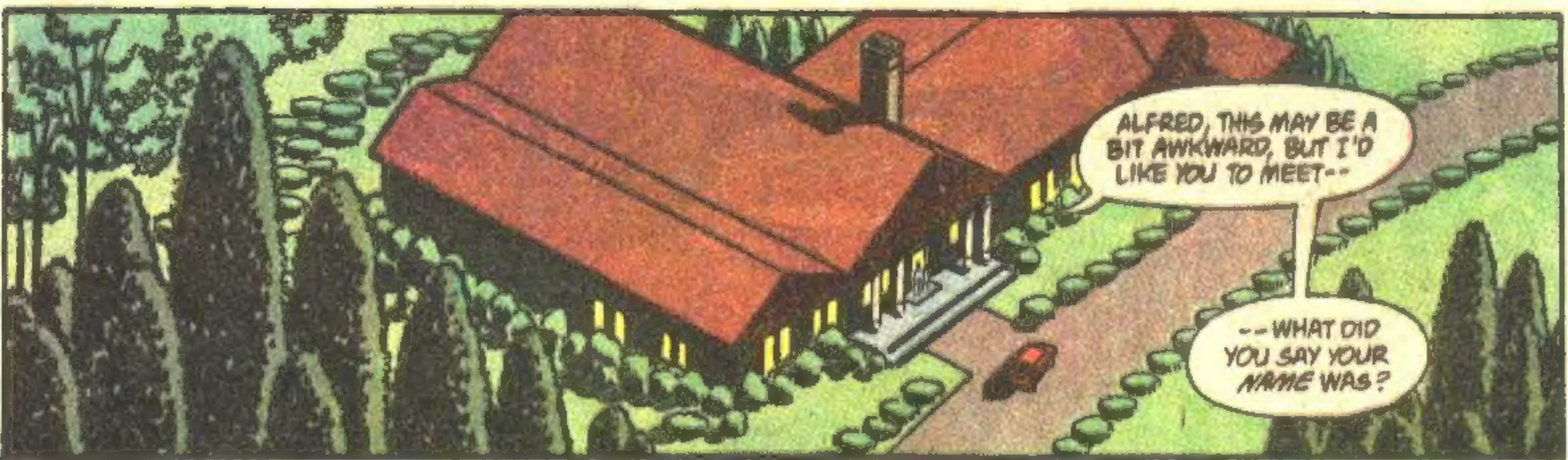
IT'S  
CRUNCHY  
NINJA  
NETS!

AND NINJA  
MARSHMALLOWS!

COWABUNGA,  
IT'S DELICIOUS!

**NEW**

Crunchy, sweetened Ninja Nets  
with Ninja Turtle Marshmallows



ALFRED, THIS MAY BE A BIT AWKWARD, BUT I'D LIKE YOU TO MEET--

--WHAT DID YOU SAY YOUR NAME WAS?



TIM: MR. PENNYWORTH-- GOSH, I WAS REALLY HOPING WE'D MEET.

I KNOW YOU'RE BATMAN'S CONFIDANT, AND I'VE DREAMED ABOUT THE STORIES YOU COULD TELL.

I AM-- WHAT DID YOU SAY?



FORGET IT, ALFRED. DON'T ASK ME HOW, BUT HE KNOWS.

GOSH--YOU KNOW, I'VE SEEN PICTURES OF THIS PLACE, BUT IT'S EVEN BIGGER AND BETTER THAN I THOUGHT.

OH, MY-- THERE'S THE RENAISSANCE MR. WAYNE BOUGHT LAST YEAR. I READ ABOUT THAT IN ART WORLD TODAY.



HE'S GOT AN ERTE? OH, I LOVE HIS STUFF. MY DAD BOUGHT AN ERTE LITHO LAST YEAR...

...BUT THIS IS A STATUE. MR. PENNYWORTH, DICK, PLEASE, CAN I SEE THE REST OF THE HOUSE?



SIR, JUST WHO IS THIS LAD?

YOU KNOW ALMOST AS MUCH AS I DO, ALFRED.

HE FOUND ME AT THE HALY CIRCUS AND SAID BRUCE NEEDED ME HERE.

I COULDN'T LET A TWELVE YEAR OLD KID WANDER AROUND ALONE, SO I BROUGHT HIM WITH ME.



I'M NOT TWELVE-- I'M THIRTEEN.

AND I DON'T WANT TO CAUSE TROUBLE.



DICK, PLEASE-- I PROMISE, ONCE YOU HELP BATMAN, I'M OUT OF HERE.

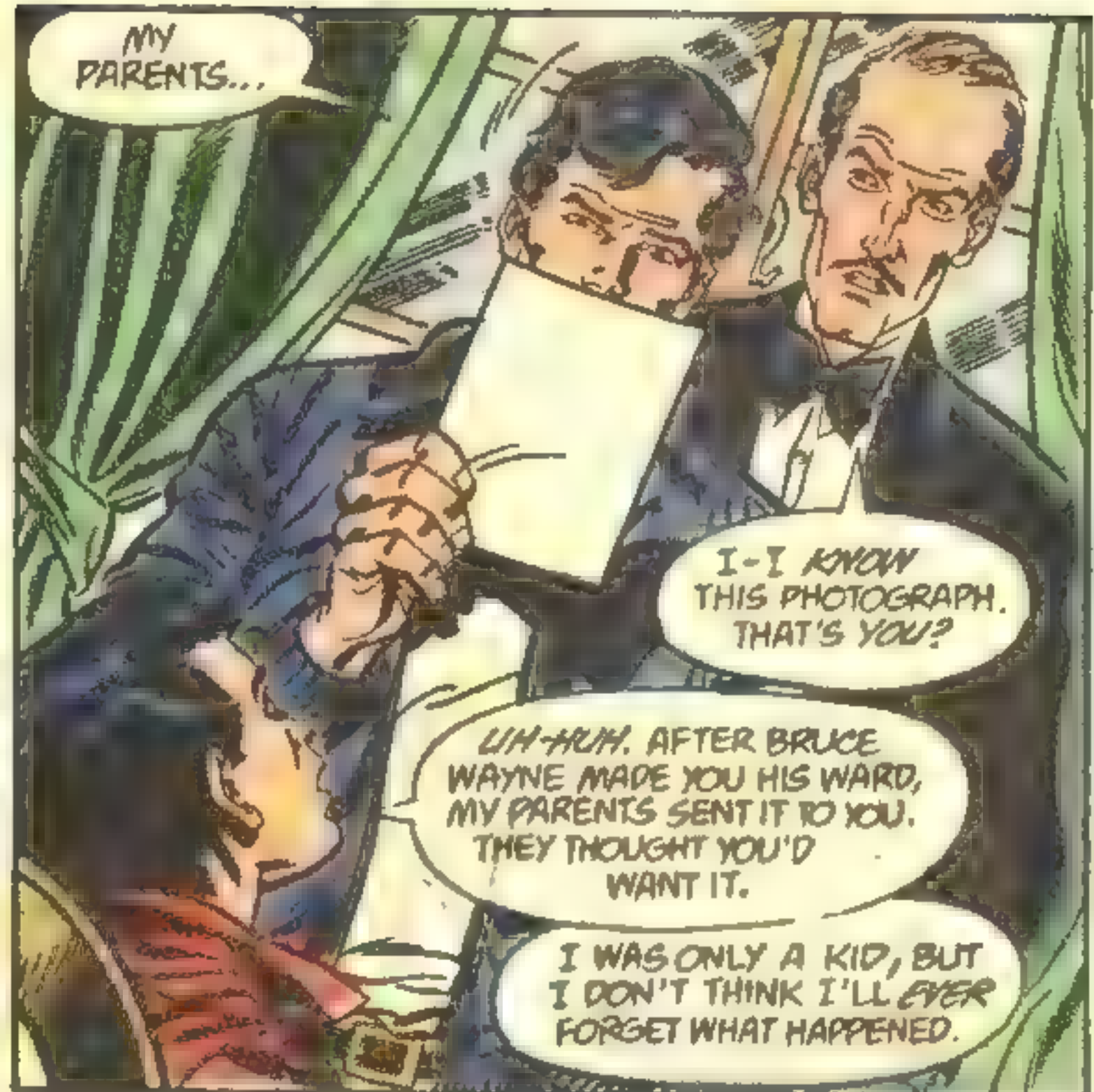




THIS WAS TAKEN ON MY FIRST TRIP TO THE CIRCUS--ON THE DAY I SAW BATMAN FOR THE FIRST TIME...

... ON THE DAY YOUR PARENTS WERE KILLED,

OH, MY GOD--



MY PARENTS...

I-I KNOW THIS PHOTOGRAPH. THAT'S YOU?

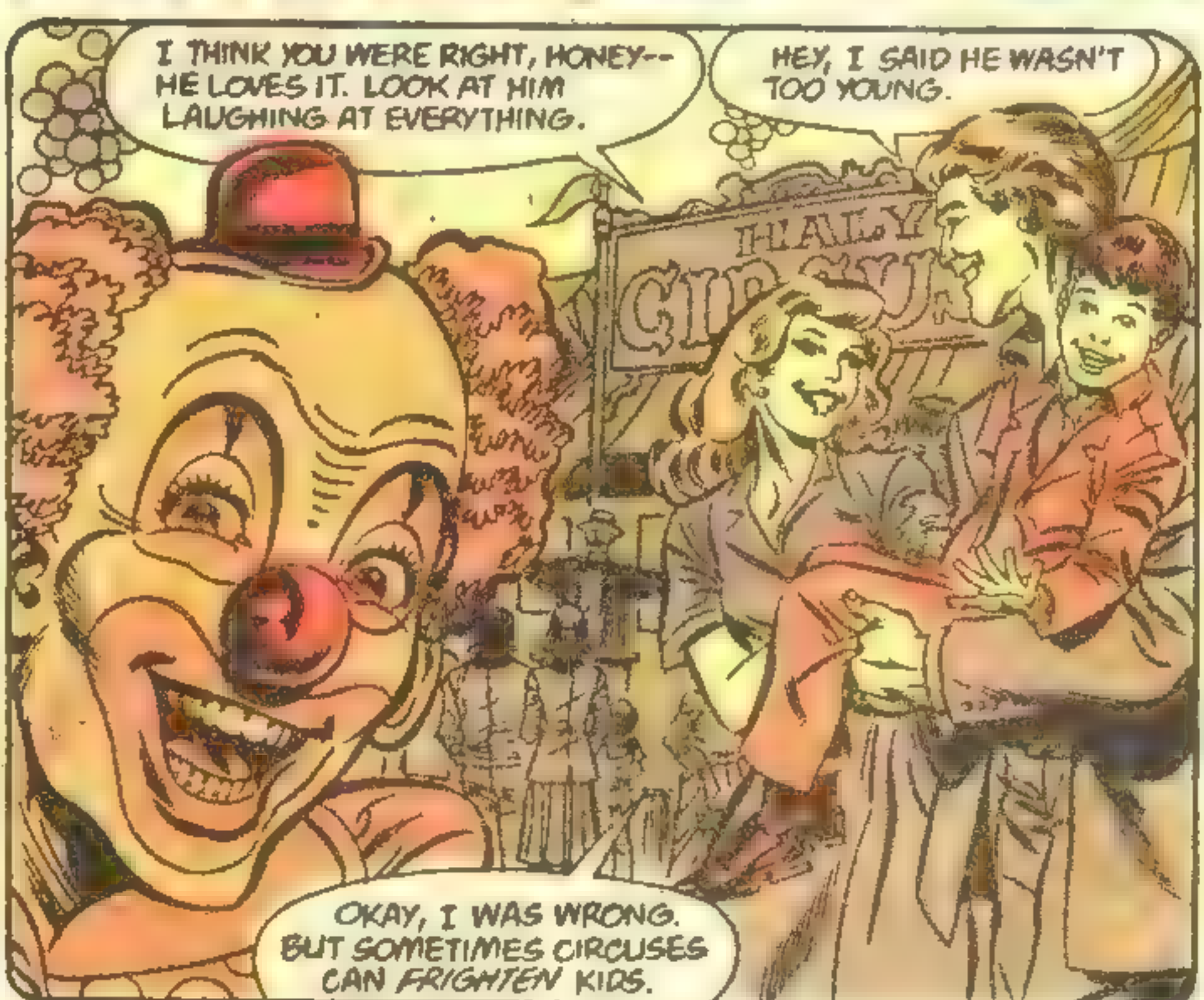
UH-HUH. AFTER BRUCE WAYNE MADE YOU HIS WARD, MY PARENTS SENT IT TO YOU. THEY THOUGHT YOU'D WANT IT.

I WAS ONLY A KID, BUT I DON'T THINK I'LL EVER FORGET WHAT HAPPENED.



I HAD NIGHTMARES ABOUT IT FOR YEARS. FIRST ABOUT YOUR PARENTS, THEN ABOUT BATMAN.

I KEPT SEEING THIS DARK BLACK THING THAT SWOOPED OUT OF THE SKY. NO, NO-- LET ME START AT THE BEGINNING.



I THINK YOU WERE RIGHT, HONEY-- HE LOVES IT. LOOK AT HIM LAUGHING AT EVERYTHING.

HEY, I SAID HE WASN'T TOO YOUNG.

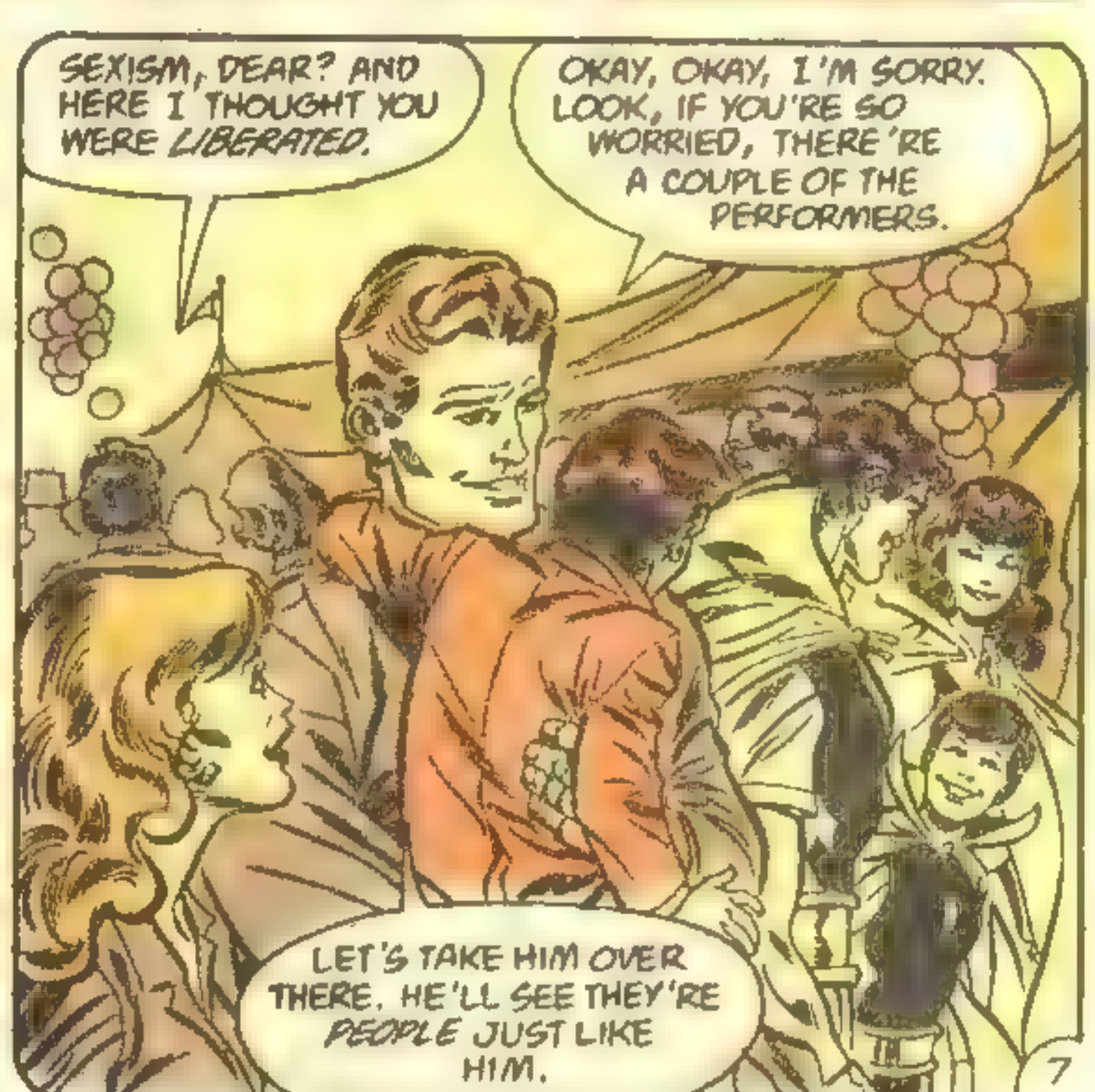
OKAY, I WAS WRONG. BUT SOMETIMES CIRCUSES CAN FRIGHTEN KIDS.



THEY'RE LOUD AND ROWDY, AND I REMEMBER WHEN I WAS TIMOTHY'S AGE I WAS SCARED BY PEOPLE WEARING COSTUMES.

SUE ME. I'M A MOTHER. I WORRY.

YOU WERE A GIRL. TIM'S A BOY. THAT'S THE DIFFERENCE.



SEXISM, DEAR? AND HERE I THOUGHT YOU WERE LIBERATED.

OKAY, OKAY, I'M SORRY. LOOK, IF YOU'RE SO WORRIED, THERE'RE A COUPLE OF THE PERFORMERS.

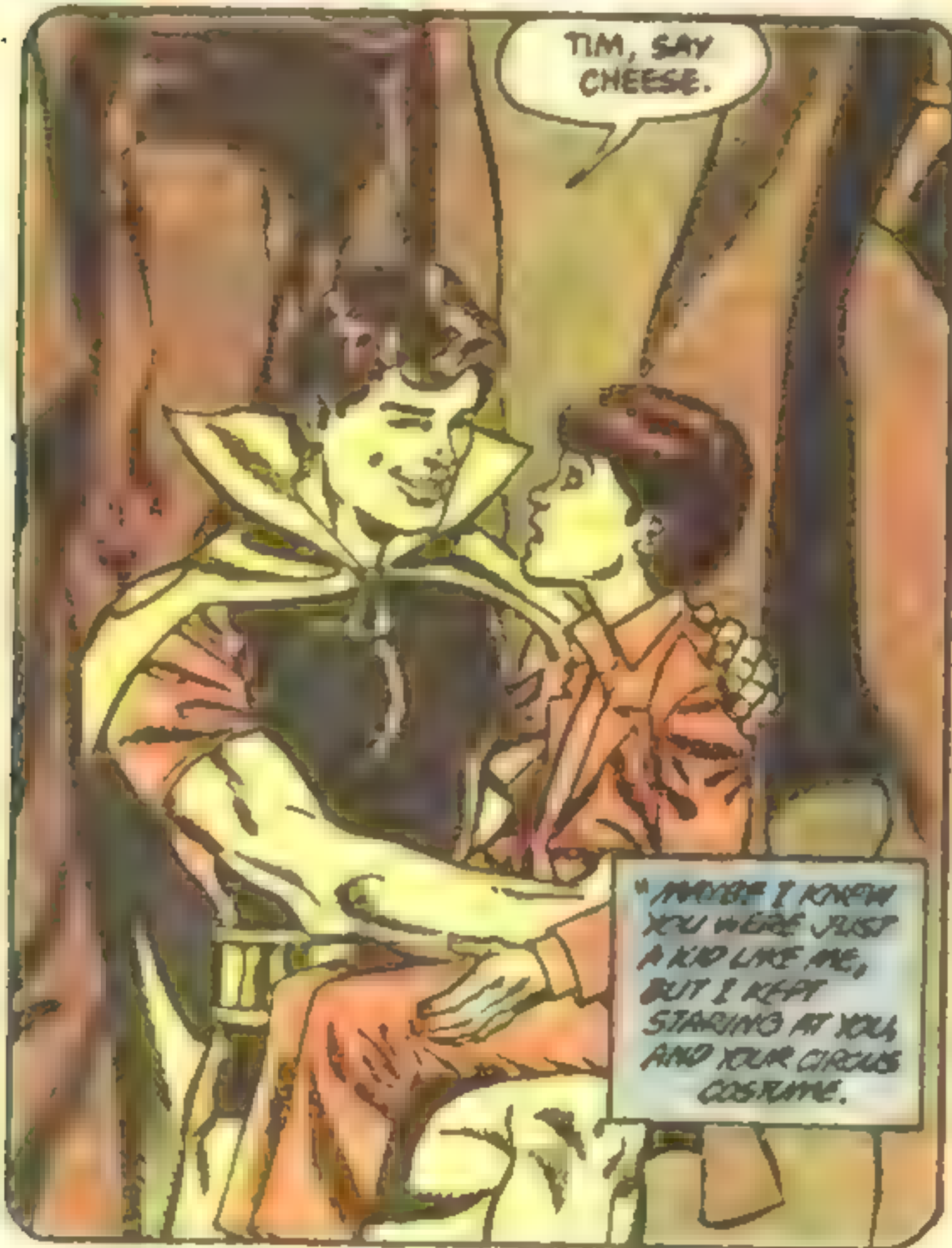
LET'S TAKE HIM OVER THERE. HE'LL SEE THEY'RE PEOPLE JUST LIKE HIM.



...I'M ACTUALLY GOING TO THE WORLD SERIES?

WMM, EXCUSE US FOR INTERRUPTING, BUT THIS IS TIM'S FIRST TIME AT THE CIRCUS...

...AND WE WERE WONDERING IF YOU'D LET US TAKE YOUR PHOTO WITH HIM?



TIM, SAY CHEESE.

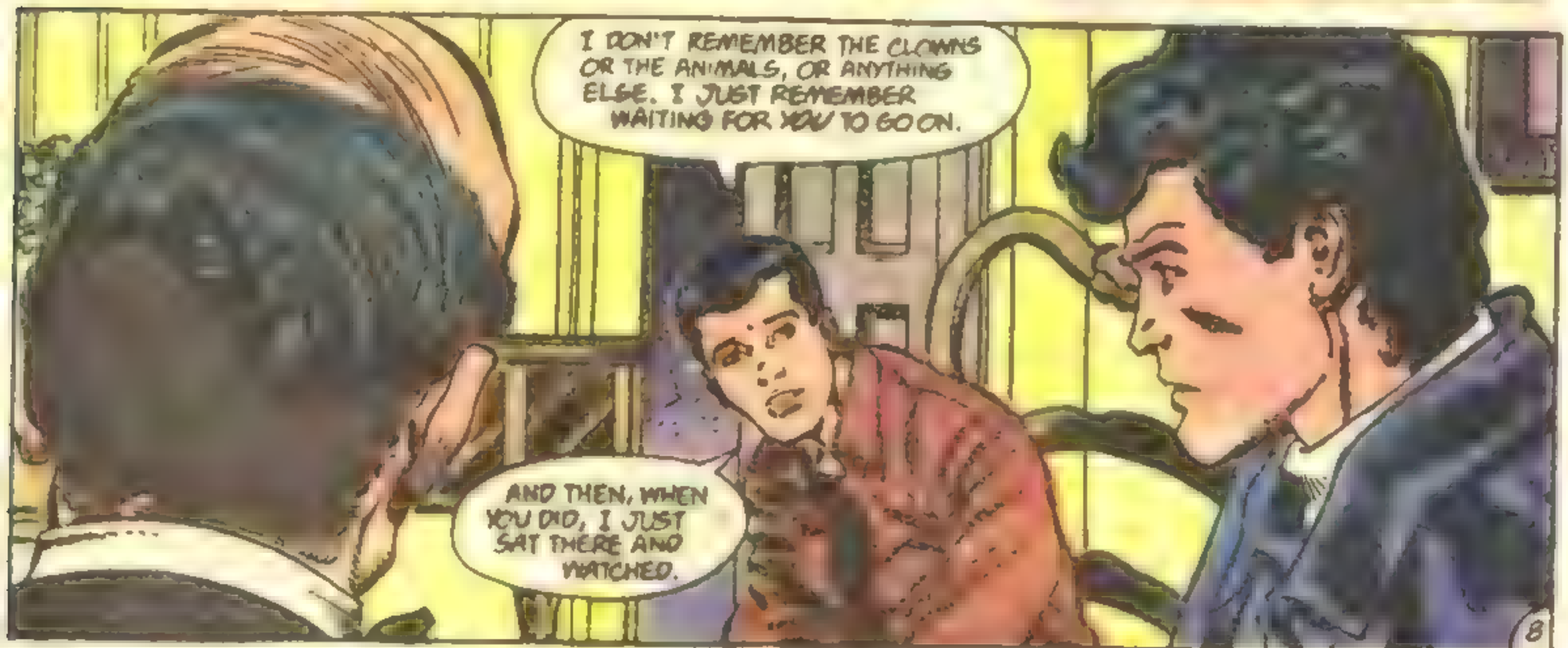
"I NEVER I KNEW YOU WERE JUST A KID LIKE ME, BUT I KEPT STARING AT YOU AND YOUR CIRCUS COSTUME."



"IT WAS BRIGHT RED AND GREEN AND YOU SEEMED SO HAPPY IN IT."

WATCH ME ON THE TRAPEZE, TIM I'M GOING TO DO MY ACT--SPECIALLY FOR YOU.

BE GOOD NOW.



I DON'T REMEMBER THE CLOWNS OR THE ANIMALS, OR ANYTHING ELSE. I JUST REMEMBER WAITING FOR YOU TO GO ON.

AND THEN, WHEN YOU DID, I JUST SAT THERE AND WATCHED.

# BIONIC POWER



Witness fast-paced, high action as you're transformed into the Bionic Commando. This is the most powerful member of the original arcade class — expect an onslaught of challenges and extraordinary graphics when you battle enemy forces in their futuristic lands. Your powerful, extending bionic arm and incredible arsenal of weapons give you all you'll need to become an unstoppable one-man army.

To the most daring soldiers, this might seem an impossible test, but they've never experienced the power of Bionic Commando.

Some stuff from the  
Bionic Commando  
system.



CAPCOM



## Have a Monster of a Good Time.

Enter the DUNGEON!<sup>®</sup> game.

A romp'em, stomp'em, roaring good time of monster bashing, dungeon crawling and treasure collecting.

Explore the depths of the dungeon on your fantastic journey of mystery and suspense while you search for hidden treasure. Use your powers and skills to avoid secret traps and fearsome creatures. As a dwarf, elf, warrior, magician, cleric, or fighter on a perilous quest, you'll battle the forces of evil to find the treasure, win the game or . . . just survive.

Start your journey today. The DUNGEON!<sup>®</sup> board game can be found clinging to the shelves of a fun hobby store in your neighborhood.



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I'VE DONE IT. I'VE SET UP THE TRAP. TELL ME I DID THE RIGHT THING.

TALK TO ME.

... TONIGHT'S NEWS HEADLINES--FAMED CHILD MOVIE TWINS ALAN AND RICHARD WRIGHT WERE REPORTEDLY KIDNAPPED THIS EVENING. POLICE ARE WITHHOLDING ALL INFORMATION.

THERE--YOU HEAR THAT? THAT'S MY STORY. MY CRIME. AND I LEFT ENOUGH CLUES FOR EVEN THE POLICE TO REALIZE I'M THE CULPRIT.

KIDS IN JEOPARDY! IF THAT DOESN'T DRAW OUT BATMAN, NOTHING CAN.

...AND CLUB GEMINI IS HOLDING THE WORLD SERIES OF POKER TONIGHT WITH A 22 MILLION DOLLAR TOP PRIZE

THESE AND OTHER STORIES AFTER THIS BRIEF WORD...

CLUB GEMINI? GEMINI?? TWENTY-TWO MILLION.

NO...NO, I'VE ALREADY SET MY CRIME IN MOTION.

I CAN'T CHANGE MY MIND... I--I--CAN'T... I C-CAN'T.

BATMAN... SOMEONE'S KIDNAPPED THE WRIGHT TWINS. TWO-FACE DO YOU THINK?

COMMISSIONER, WE BOTH KNOW HARVEY STILL HAS SOURCES IN THE FORCE.

IF HE LEARNS I'M ON PARADISE BEACH, HE'LL REALIZE IT'S A TRAP. THIS IS BETWEEN US. NOBODY ELSE.

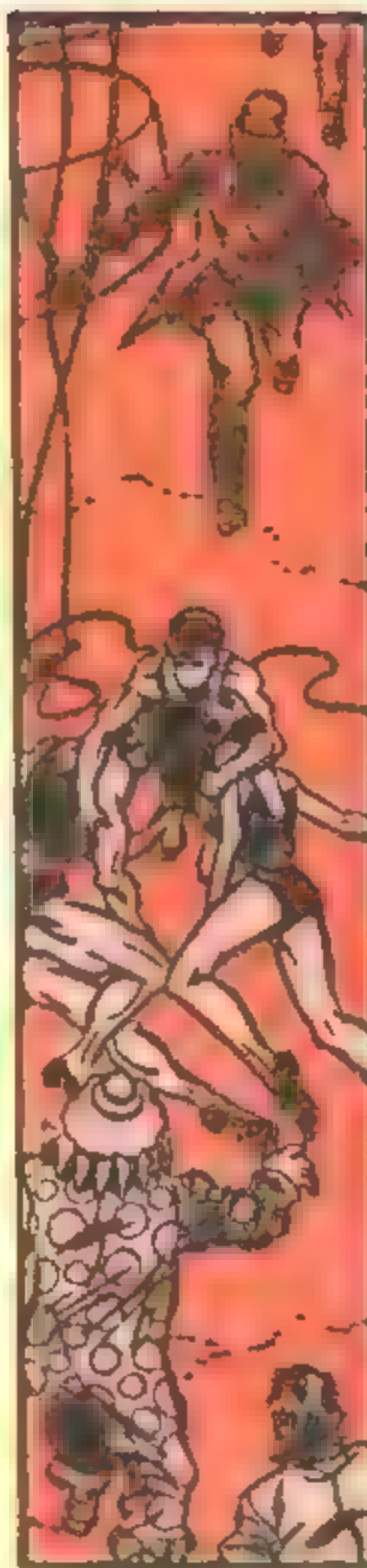
THE WRIGHT TWINS? OF COURSE THAT'S HIM, BUT I CAN'T FOLLOW IT UP NOW.

I'VE ALREADY LAID THE BAIT.

COMMISSIONER--KEEP ME INFORMED.

THOSE KIDS. BLAST HIM!

BLAST HIM!!



"DICK, I REMEMBER YOU SWINGING DOWN TO THE GROUND AS YOUR PARENTS CLIMBED THE LADDER. YOUR MOTHER WENT FIRST. YOUR FATHER FOLLOWED. AND THEN IT HAPPENED. THEIR TRAPEZE ROPE SNAPPED, AND THEY FELL. I TURNED AWAY... I COULDN'T WATCH. THEN I HEARD YOU CRYING AND I TURNED BACK AND SAW YOU HOLDING ONTO THEM, AND I BEGAN CRYING, TOO."



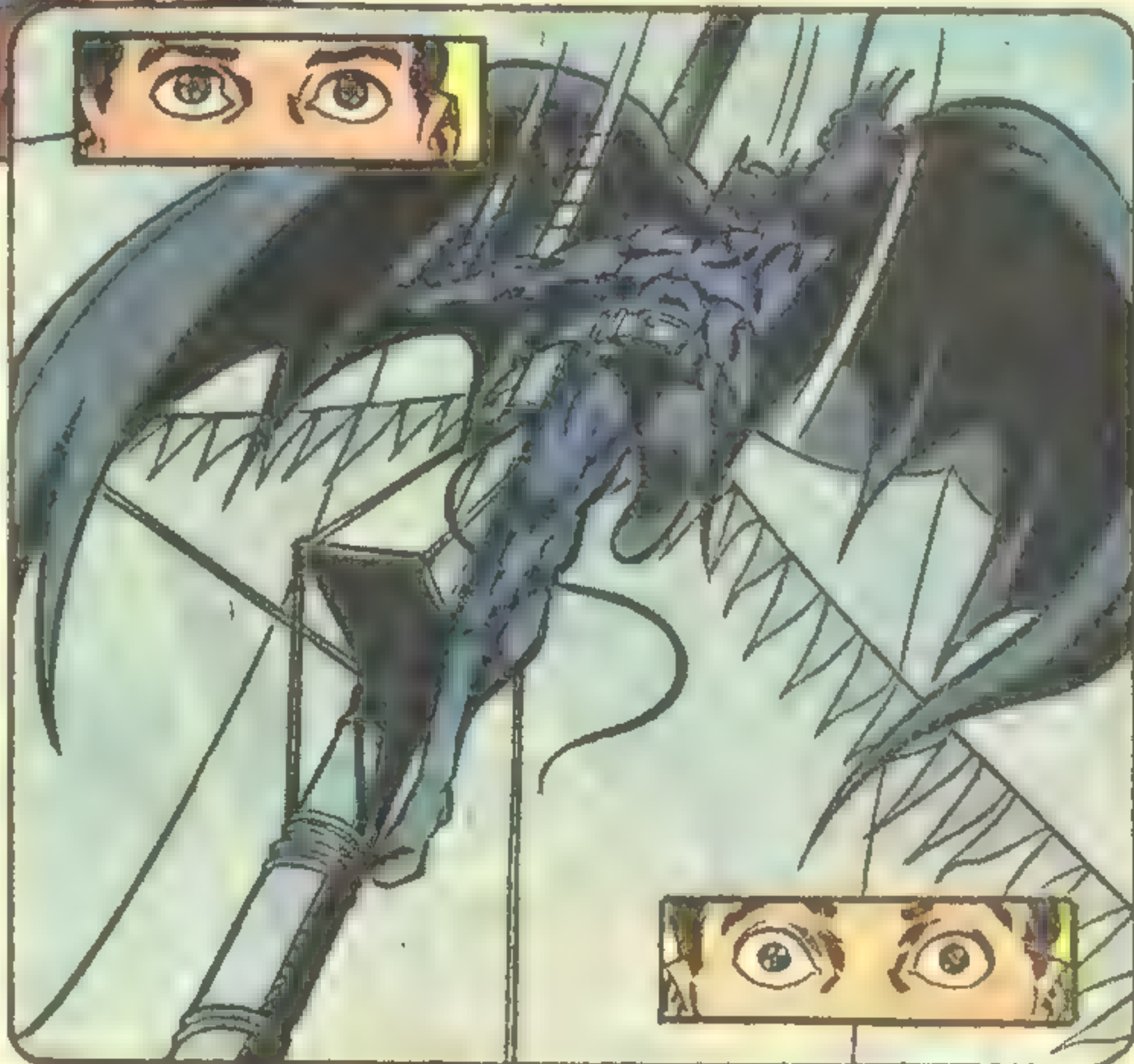
BUT YOU HAVEN'T TOLD ME ANYTHING I DON'T ALREADY KNOW.

I WANT THE REST OF IT. ALL OF IT.



ALL RIGHT. I UNDERSTAND. THE NEXT THING I REMEMBER WAS THIS DARK SHAPPE FLYING DOWN AT YOU. I DIDN'T KNOW WHAT IT WAS.

BUT I THOUGHT IT HAD HURT YOUR PARENTS AND NOW IT WAS GOING TO HURT YOU.



"I WANTED TO HELP... I DON'T KNOW NOW, BUT I STILL WANTED TO DO SOMETHING."

"BUT WHEN HE RETURNED YOU I REALIZED SOMETHING--HE WASN'T BAD. HE WASN'T TRYING TO HURT YOU."

"HE WAS THERE TO HELP."

"THAT'S THE FIRST TIME I SAW BATMAN AND IN THAT MOMENT HE WENT FROM BEING A MONSTER--

"--TO BECOMING SOME GREAT DARK KNIGHT."

"MY PARENTS HELD ME BACK AS THE THING MOVED TO YOU. I CRIED OUT TO WARN YOU."



BRUCE WAYNE HAD TO GUARANTEE THE PRIZE MONEY, BUT IT WAS WORTH IT.

IF I KNOW HARVEY, HE WON'T BE ABLE TO RESIST.

NOW TO SIT HERE AND WAIT. HE'LL COME TO ME. HE'LL BE HERE.

THE WRIGHT TWINS.

I...CAN'T LEAVE. HE'LL BE HERE. CAPTURING HIM IS MY FIRST PRIORITY.

I SIMPLY CAN'T LEAVE.

I HAD TO CALL IN ALL MY DEBTS TO GET THIS BRIDGE CLOSED OFF TO TRAFFIC, BUT IT WAS WORTH IT

IF I KNOW BATMAN, HE WON'T BE ABLE TO RESIST.

CLUB GEMINI?

BUT I CAN'T LEAVE NOW. HE'LL BE HERE, AND KILLING HIM IS MY FIRST PRIORITY.

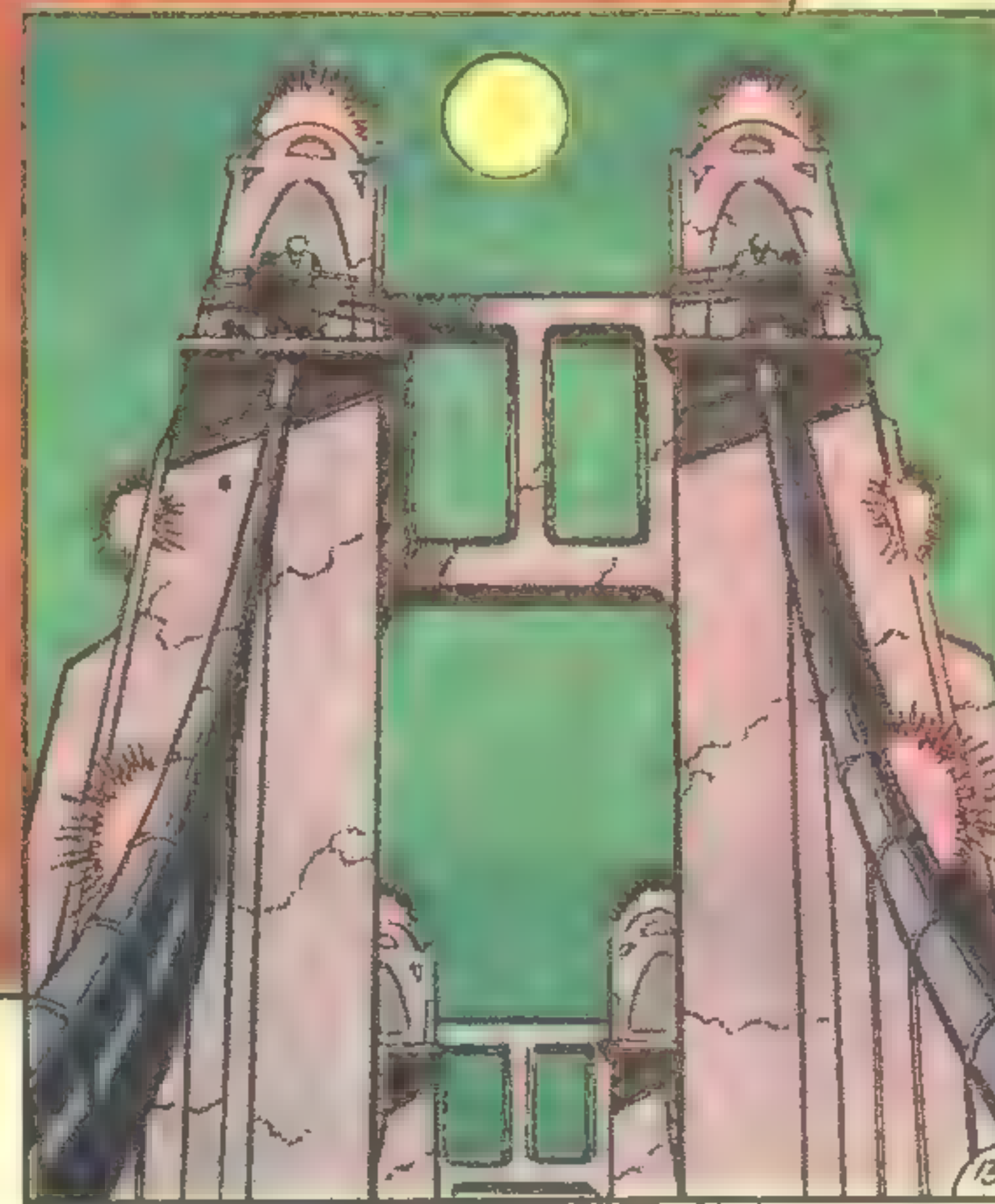
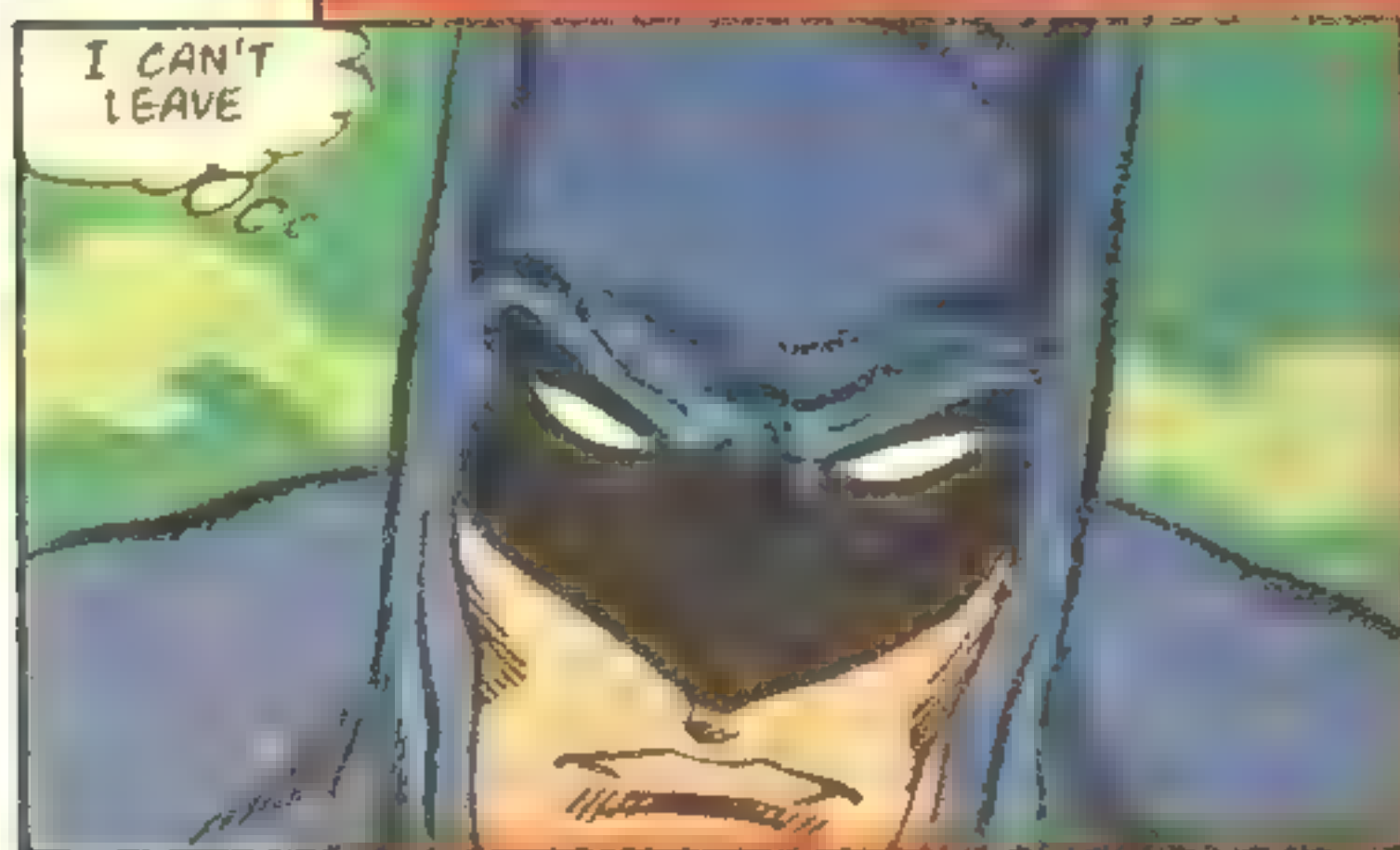
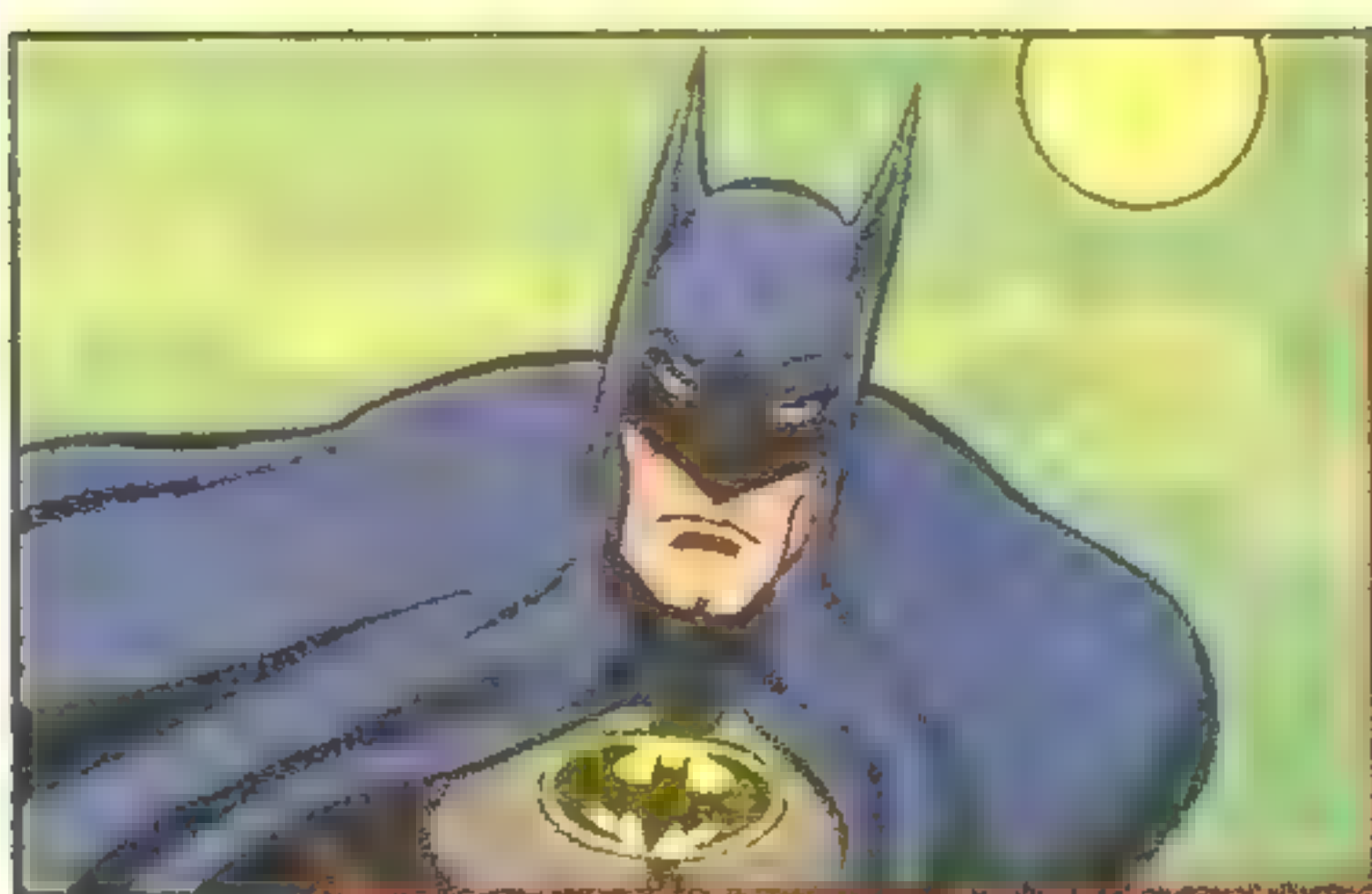
I SIMPLY CAN'T LEAVE.

**GEMINI CASINO**

TONIGHT

THE WORLD SERIES  
OF POKER

22 MILLION  
IN PRIZE MONEY



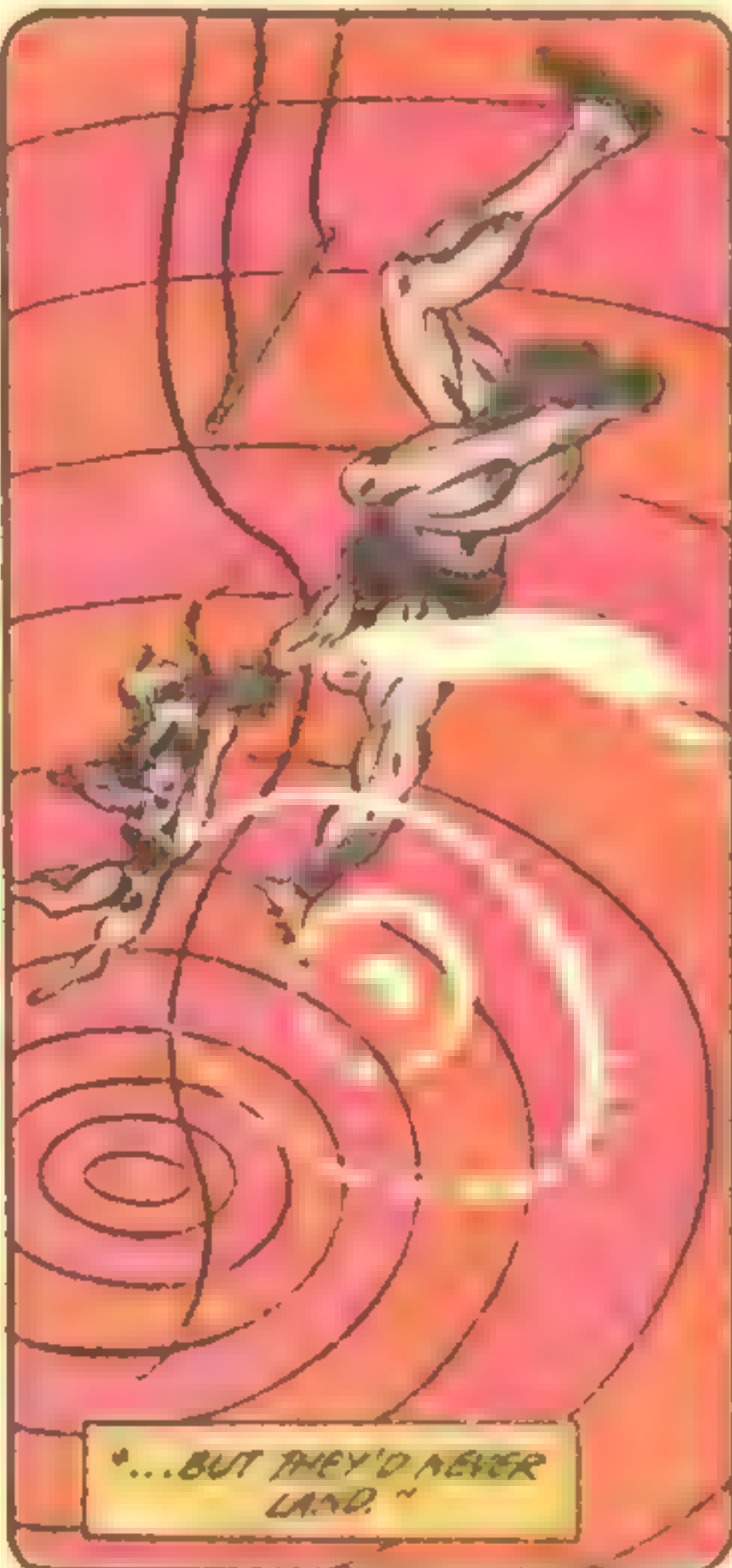


MY PARENTS SENT A COPY OF THE PICTURE THEY TOOK TO YOU AND THEN THEY FORGOT ALL ABOUT IT.

TROUBLE WAS, I DIDN'T FORGET. I NEVER TOLD THEM, BUT FOR YEARS I KEPT HAVING THE SAME NIGHTMARE OVER AND OVER AGAIN.



"FIRST, I'D WATCH YOU DO YOUR QUADRUPLE SOMERSAULT, THEN YOUR PARENTS WOULD FALL, AND FALL.



"...BUT THEY'D NEVER LAND."



THEN BATMAN APPEARED AND JUST AS I'D START CRYING, HE'D SAVE ME

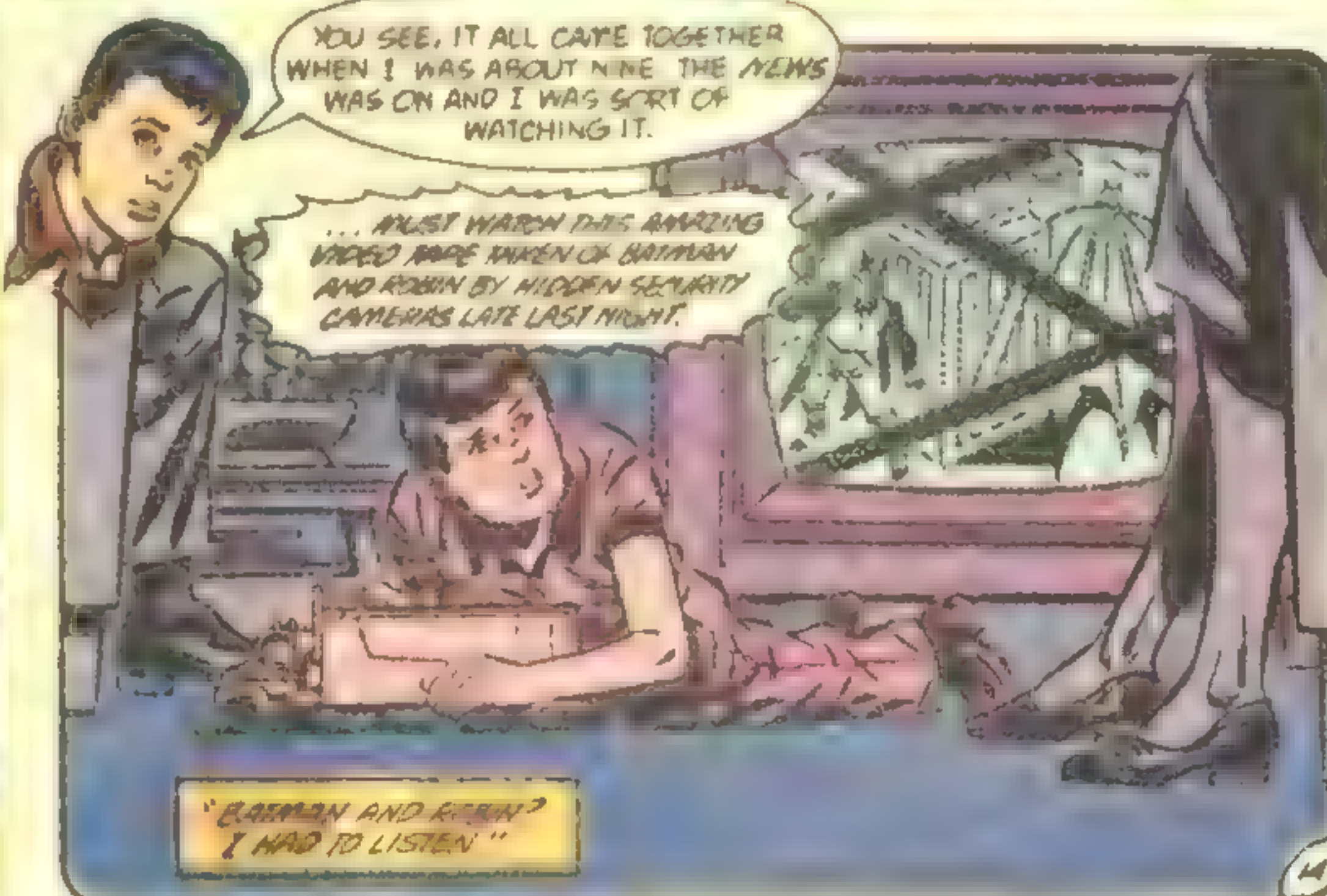
FIRST ALONE, THEN AFTER HE MET YOU, WITH ROBIN.



JEFF, WHAT DOES THIS HAVE TO DO WITH ANYTHING?

EVERYTHING, DICK. THAT IMAGE OF YOU DOING YOUR SOMERSAULT.

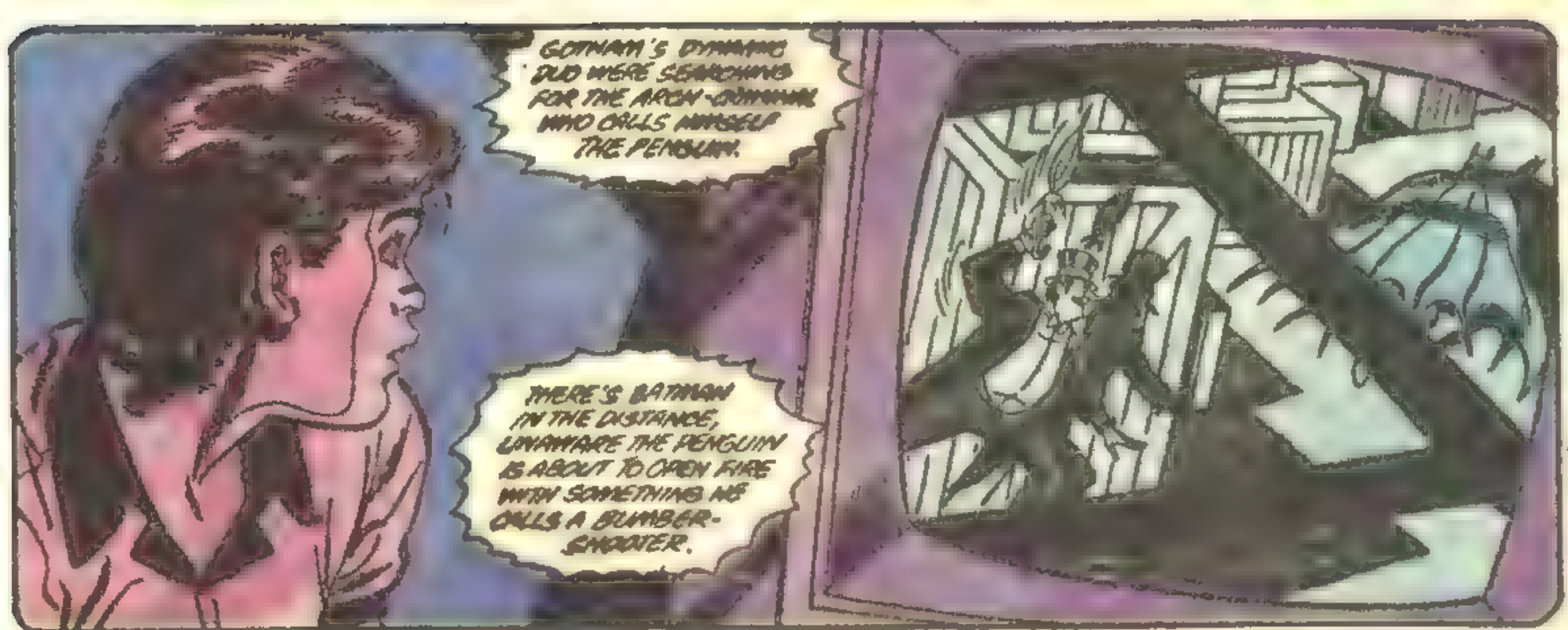
-- IT STAYED WITH ME FOR YEARS. I COULDN'T GET IT OUT OF MY MIND.



YOU SEE, IT ALL CAME TOGETHER WHEN I WAS ABOUT NINE THE NEWS WAS ON AND I WAS SORT OF WATCHING IT.

... MUST HAVE BEEN THIS AMAZING VIDEO MADE TAKEN OF BATMAN AND ROBIN BY HIDDEN SECURITY CAMERAS LATE LAST NIGHT.

"BATMAN AND ROBIN? I HAD TO LISTEN"



GOTHAM'S DYNAMO  
DID WERE SEARCHING  
FOR THE ARCH-DENYING  
WHO CALLS HIMSELF  
THE PENGUIN.

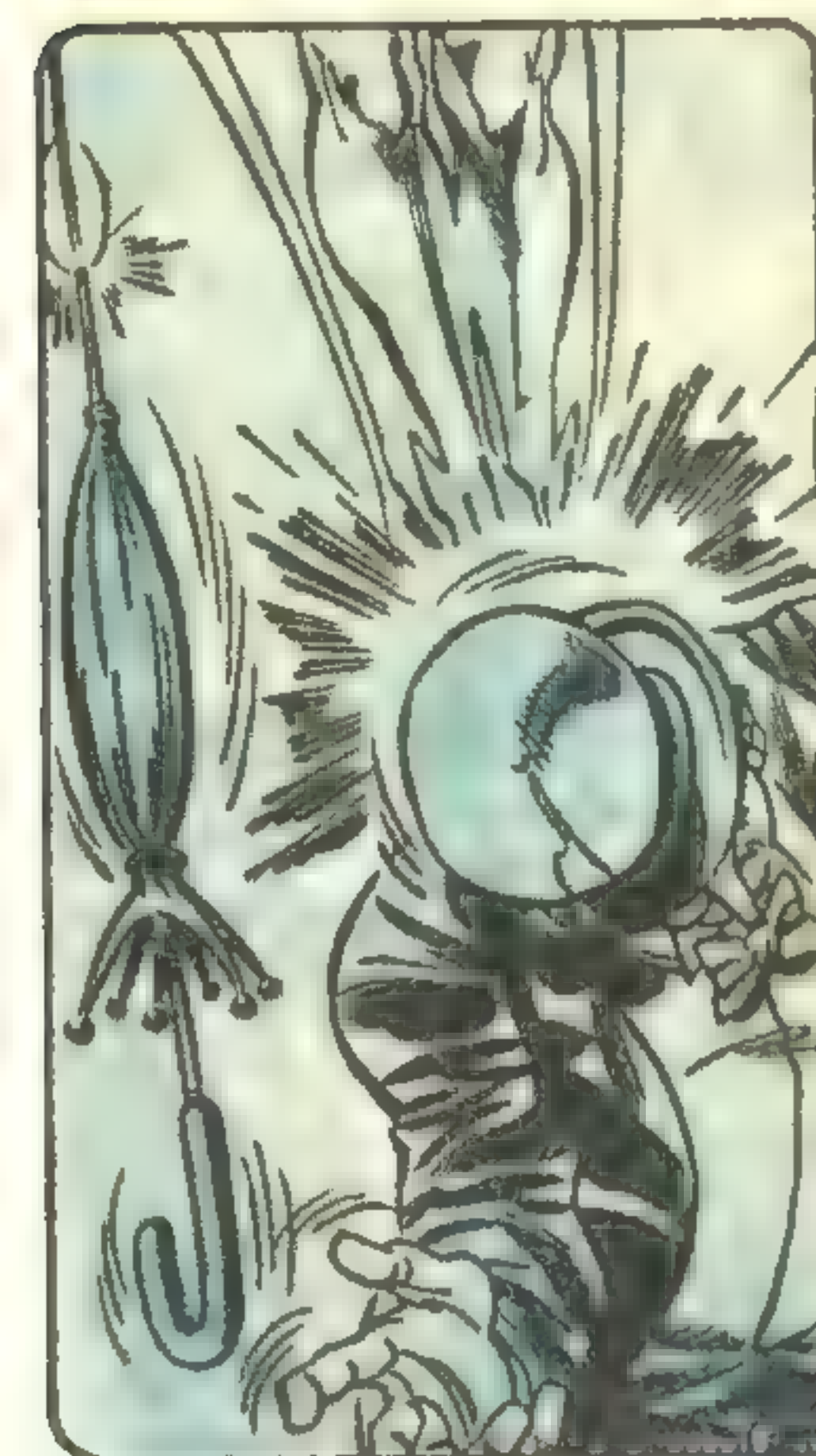
THERE'S BATMAN  
IN THE DISTANCE,  
UNAWARE THE PENGUIN  
IS ABOUT TO OPEN FIRE  
WITH SOMETHING HE  
CALLS A BUMBER-  
SHOOTER.



ABOVE THE  
PENGUIN BATMAN'S  
YOUNG PARTNER,  
ROBIN, IS ON THE  
CROSSBEAMS.



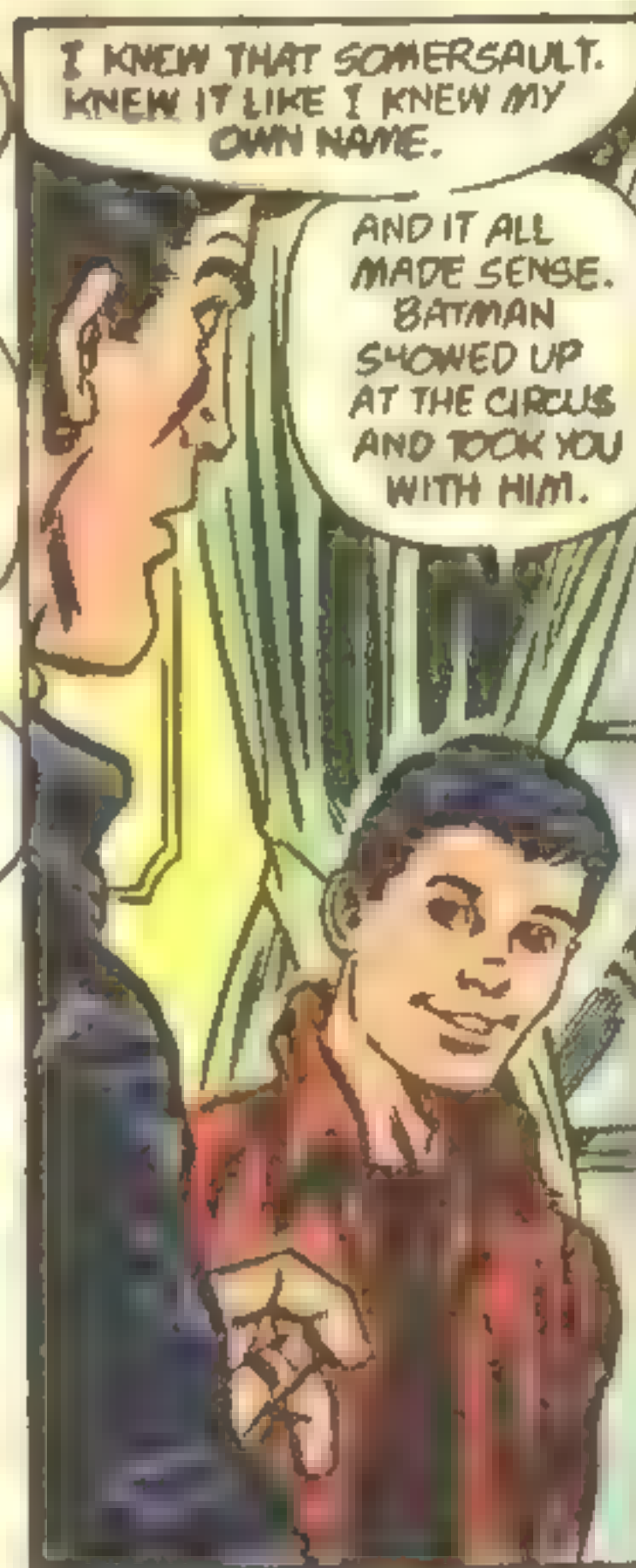
WE'VE INTERCUT THE  
TAPES FROM THE TWO  
CAMERAS TO GIVE YOU  
THE BEST VIEW. THERE!



I STILL DON'T  
UNDERSTAND.

C'MON, DICK--  
THAT FLIP YOU  
DID AS ROBIN.  
IT WAS A  
QUADRUPLE  
SOMERSAULT.

THE CIRCUS  
RINGMASTER  
SAID ONLY THREE  
PEOPLE COULD  
DO THAT.



I KNEW THAT SOMERSAULT.  
KNEW IT LIKE I KNEW MY  
OWN NAME.

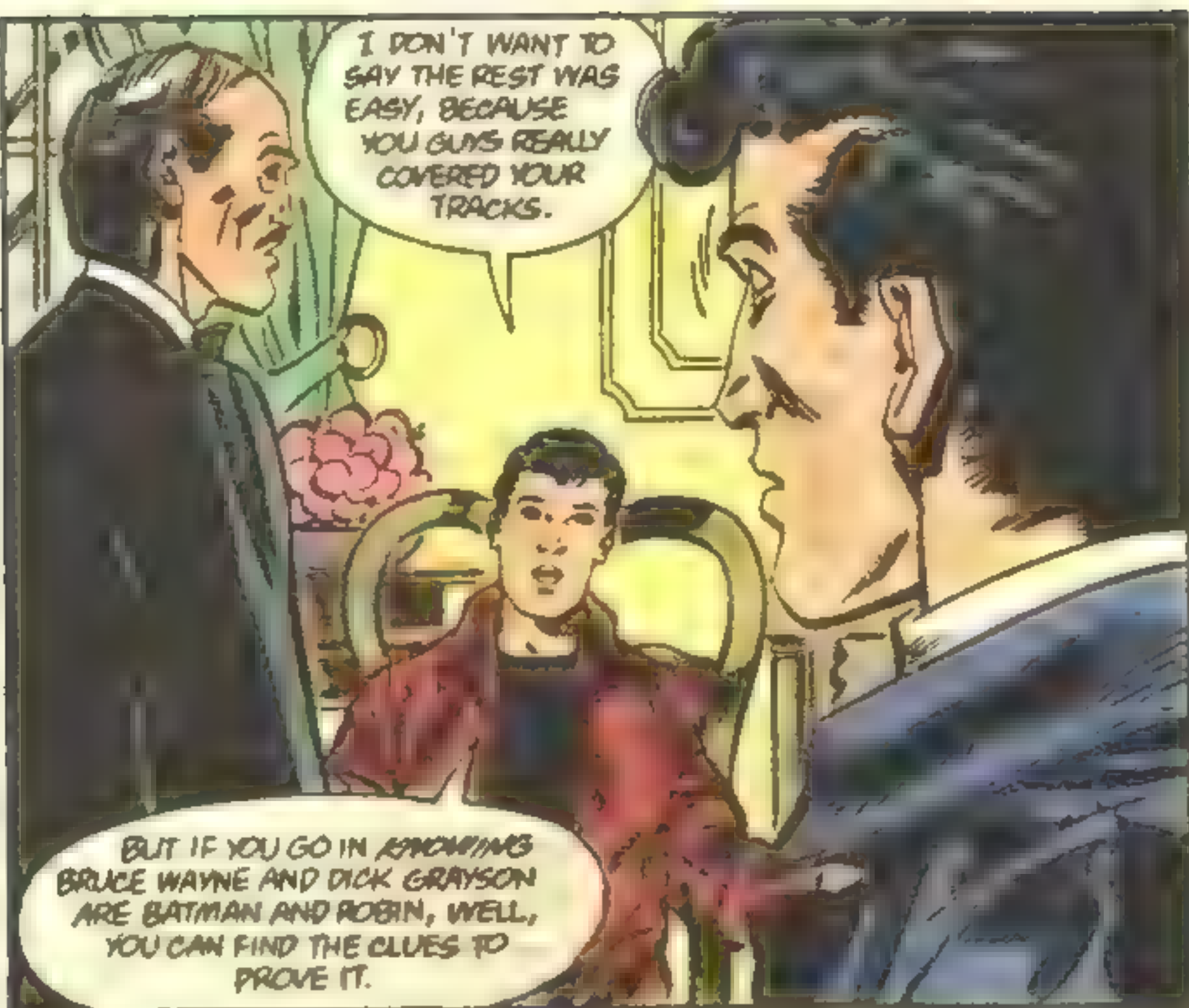
AND IT ALL  
MADE SENSE.  
BATMAN  
SHOWED UP  
AT THE CIRCUS  
AND TOOK YOU  
WITH HIM.



ABOUT SIX MONTHS LATER,  
ROBIN MADE HIS FIRST  
APPEARANCE.

IF YOU WERE  
ROBIN, AND YOU  
WERE BRUCE  
WAYNE'S Nephew--

-- I REALIZED  
BRUCE WAYNE  
WAS BATMAN.



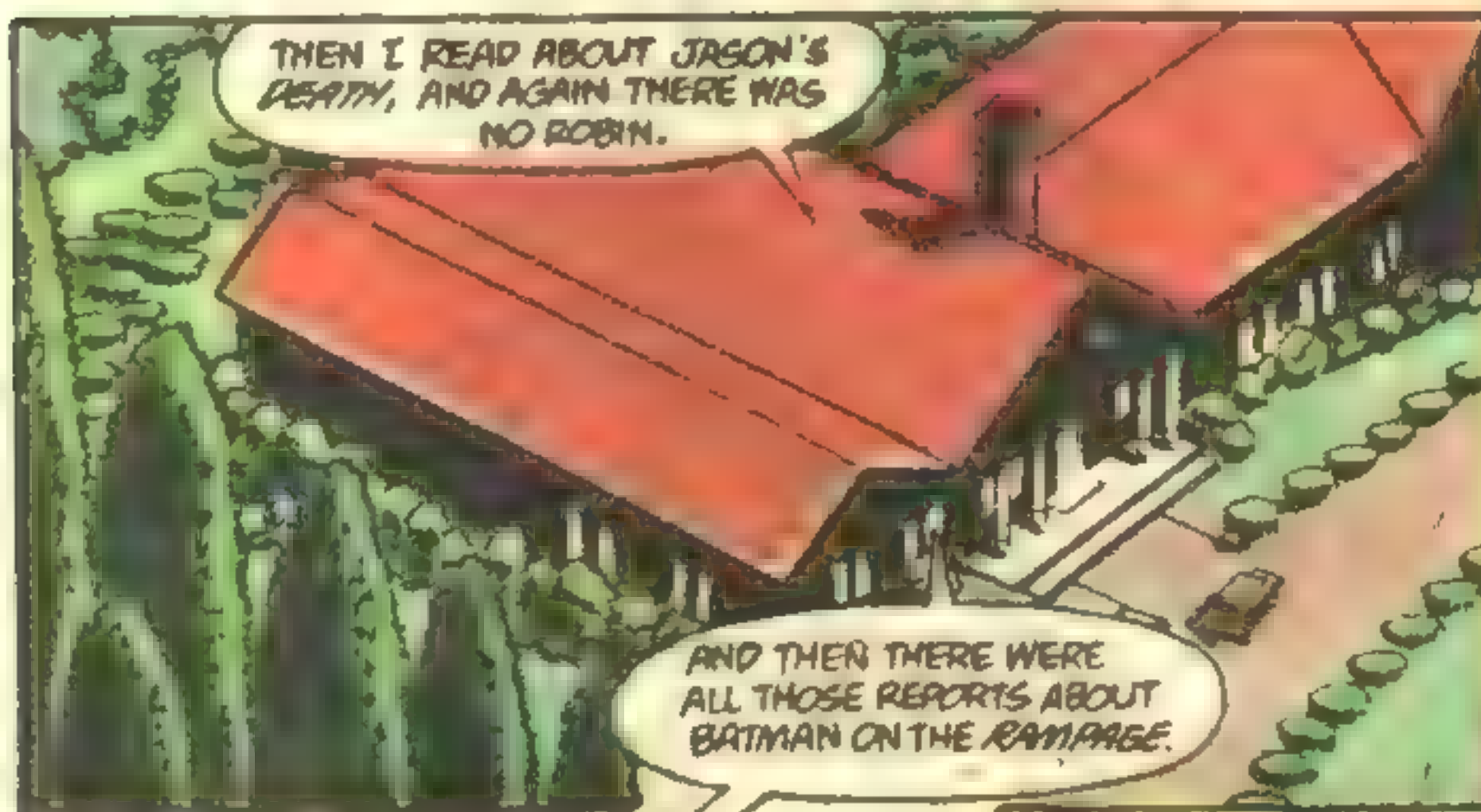
I DON'T WANT TO SAY THE REST WAS EASY, BECAUSE YOU GUYS REALLY COVERED YOUR TRACKS.

BUT IF YOU GO IN KNOWING BRUCE WAYNE AND DICK GRAYSON ARE BATMAN AND ROBIN, WELL, YOU CAN FIND THE CLUES TO PROVE IT.



WHEN YOU MOVED TO NEW YORK TO BECOME NIGHTWING, THERE WASN'T ANY ROBIN FOR SEVERAL MONTHS.

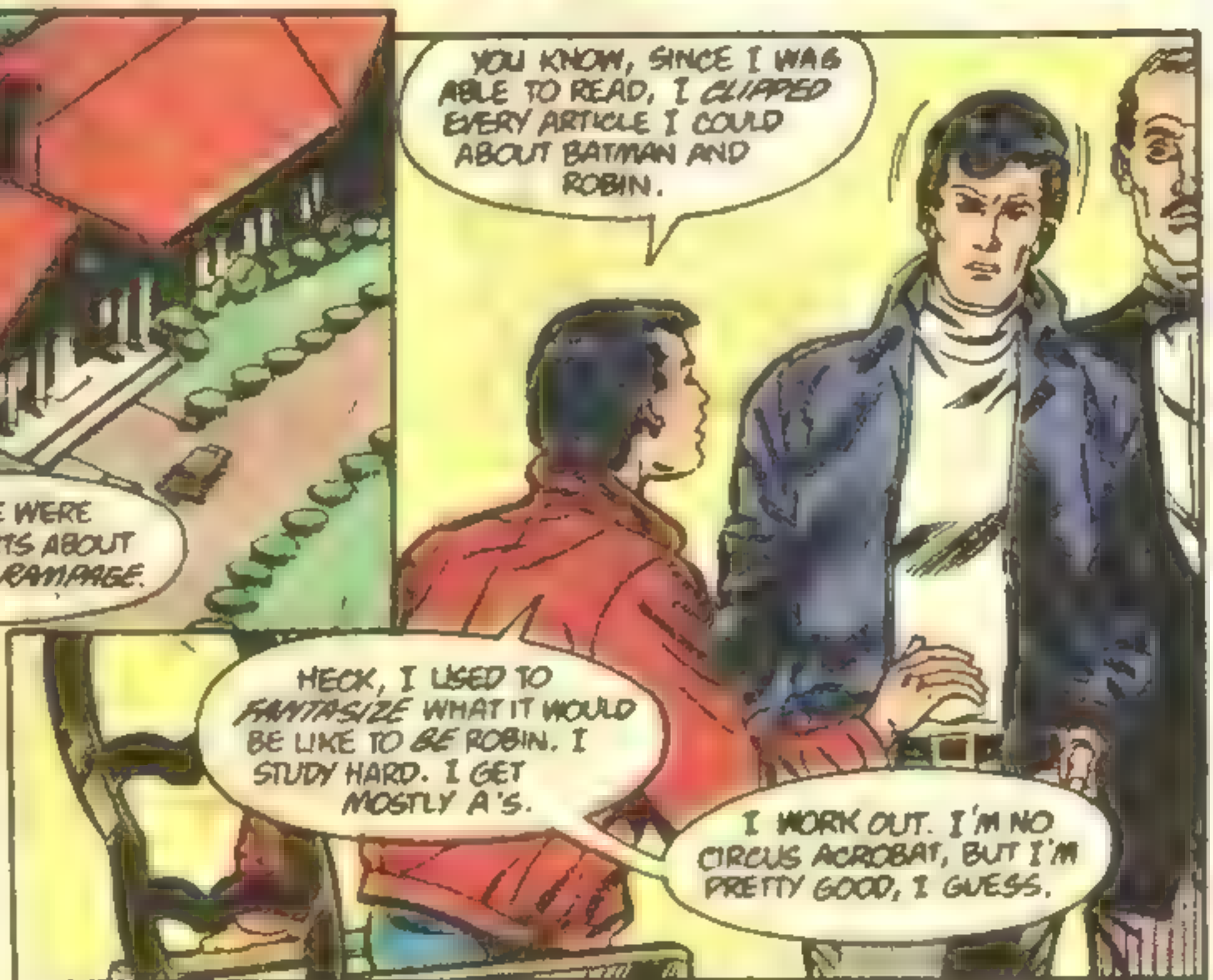
THEN BRUCE WAYNE ADOPTS JASON TODD AND THERE'S SUDDENLY A NEW ROBIN.



THEN I READ ABOUT JASON'S DEATH, AND AGAIN THERE WAS NO ROBIN.

AND THEN THERE WERE ALL THOSE REPORTS ABOUT BATMAN ON THE RAMPAGE.

HE SEEMED TO GET SO MUCH MORE VIOLENT AFTER JASON DIED. IT GOT ME REALLY WORRIED FOR HIM.



YOU KNOW, SINCE I WAS ABLE TO READ, I CLIPPED EVERY ARTICLE I COULD ABOUT BATMAN AND ROBIN.

HECK, I USED TO FANTASIZE WHAT IT WOULD BE LIKE TO BE ROBIN. I STUDY HARD. I GET MOSTLY A'S.

I WORK OUT. I'M NO CIRCUS ACROBAT, BUT I'M PRETTY GOOD, I GUESS.



BUT MOSTLY, I READ ABOUT YOU TWO. YOU'VE BOTH BEEN SO IMPORTANT TO ME IN SO MANY WAYS.

AND WHEN I SEE THAT WITHOUT ROBIN BATMAN IS GOING OFF THE DEEP END, I KNOW THERE'S SERIOUS TROUBLE.



SUPPOSING ALL THIS IS TRUE, WHAT DO YOU WANT FROM ME?

I THINK HE NEEDS YOU, DICK. BUT HE DOESN'T NEED NIGHTWING.

HE NEEDS YOU AS ROBIN!

# TAKE AIM WITH NEW QUICKSHOT JOYSTICKS



Quickshot's sleek new joysticks provide serious video game enthusiasts with the performance to become the best of the best and the variety to fit individual playing styles.

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Mega Man: The Legend Begins



Mega Man 2: The Legend Begins



THE KIDS WERE TAKEN FROM  
THE BEDROOM WHILE THEIR  
MOTHER WAS DOWNSTAIRS.

AND THIS IS  
THE ONLY CLUE  
YOU FOUND?

WE'RE STILL NOT  
CERTAIN TWO-FACE  
IS BEHIND THE  
KIDNAPPING. LEAVING  
CLUES ISN'T HIS  
STYLE.

2B  
CC

IT IS IF HE LEFT  
THEM TO LEAVE  
ME TO HIM  
WHILE I WAS  
TRYING TO DO  
THE SAME

WAIT! WHAT DOES  
IT MEAN? DON'T  
LEA--

WHY DOES HE  
ALWAYS HAVE  
TO DO THAT?

YOU'RE STILL CLEVER, HARVEY.  
YOU KIDNAPPED TWO CHILDREN, SO  
YOU USED A COMMON CHILDREN'S  
WORD GAME TO SHOW WHERE  
YOU HID THEM.

WORDS AND NUMBERS  
ARE USED LIKE PICTURES.  
YOU DREW 2B OVER  
TWO C'S.

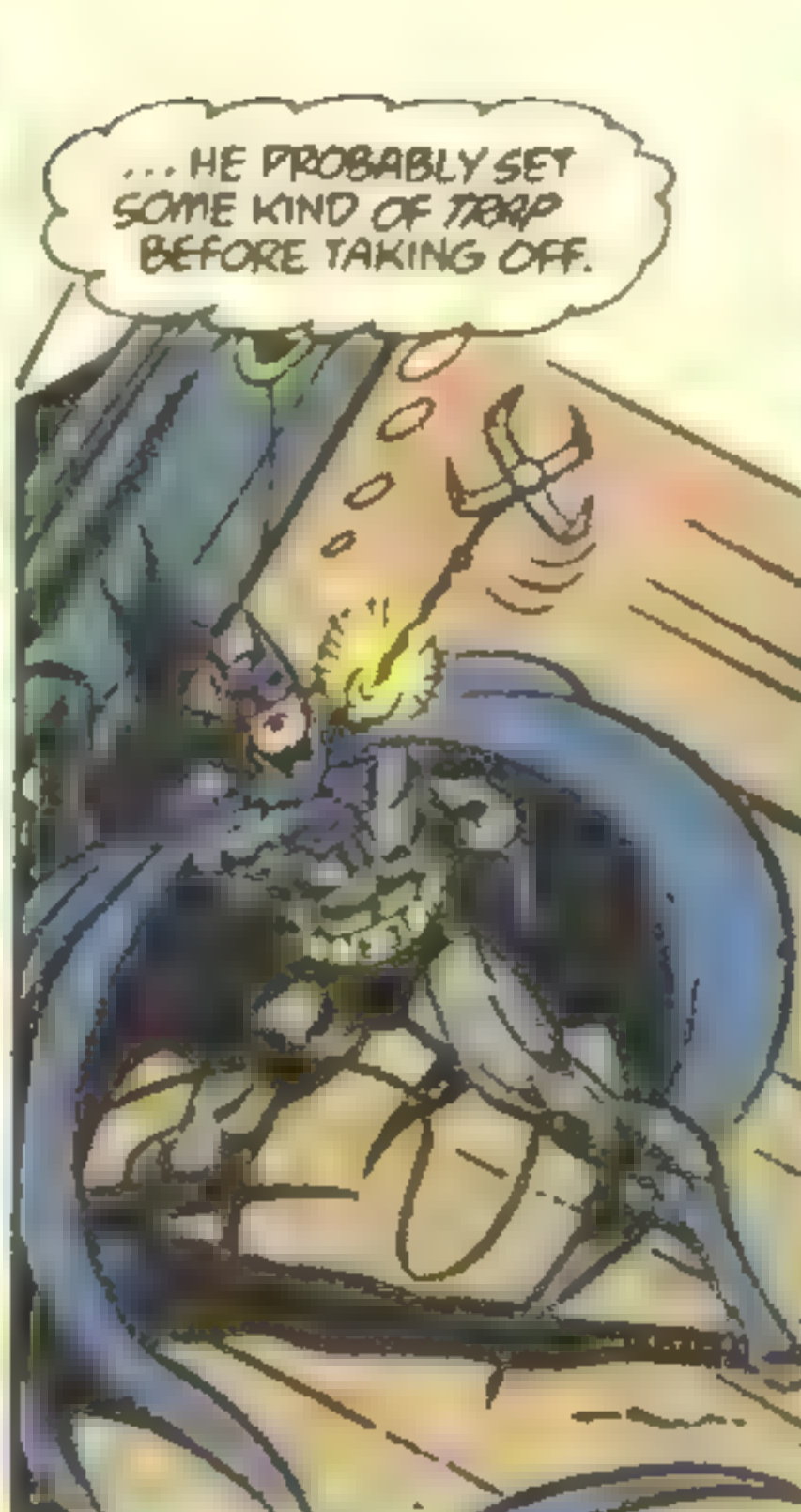
OR "TO BE OVER TWO SEAS."  
TWO SEAS-- THE TWIN RIVERS,  
AND THE ONLY THING OVER  
THEM IS HAWK BRIDGE.

AS IN KITTY HAWK,  
THE PERFECT PLACE TO  
HIDE TWINS NAMED  
ALAN AND RICHARD--  
THE WRIGHT  
BROTHERS.

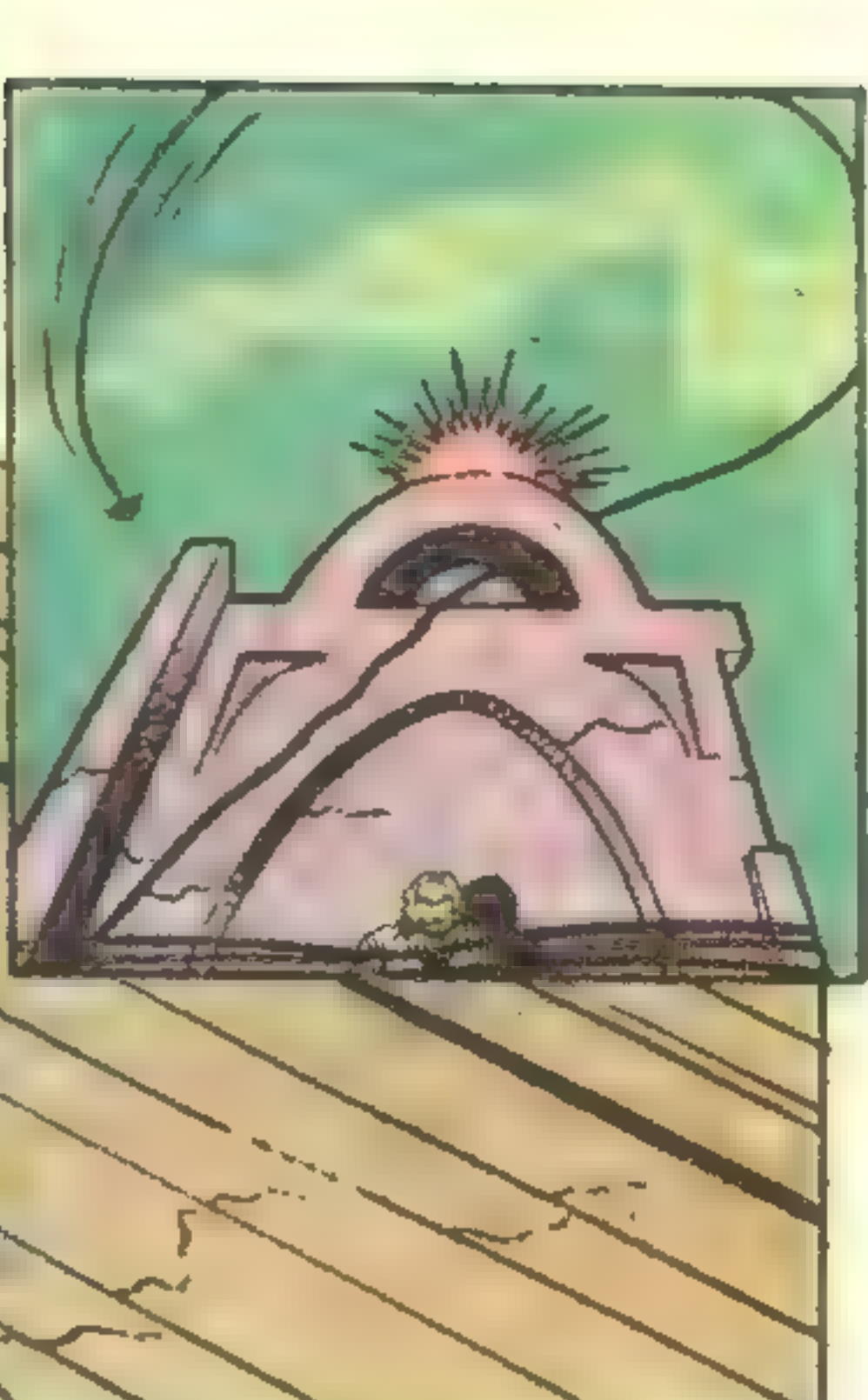
NOT BAD,  
HARVEY TWO  
CLUES FOR THE  
PRICE OF ONE.



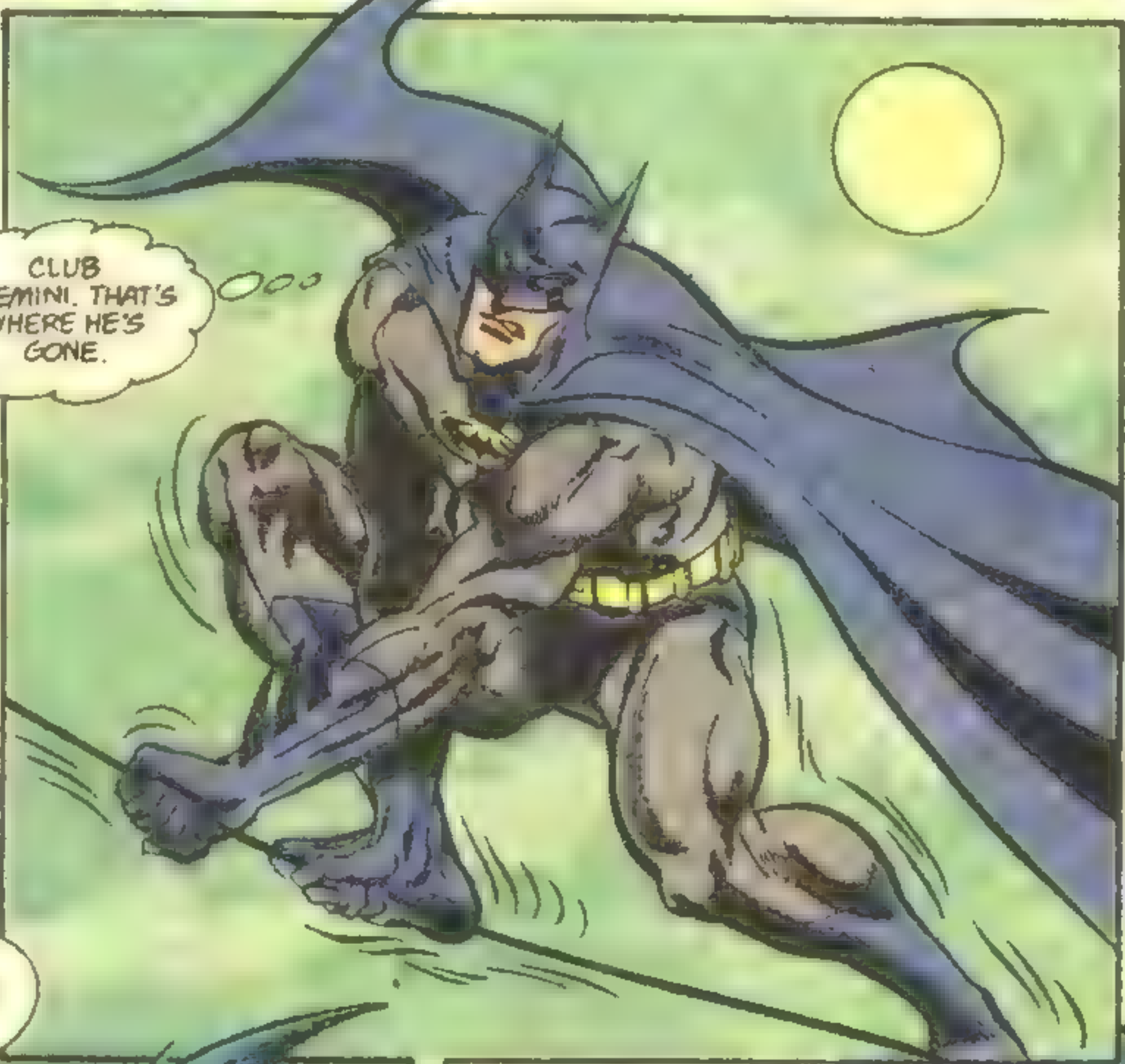
IF HE KIDNAPPED THOSE KIDS TO LURE ME HERE...



... HE PROBABLY SET SOME KIND OF TRAP BEFORE TAKING OFF.



WHERE IS IT?



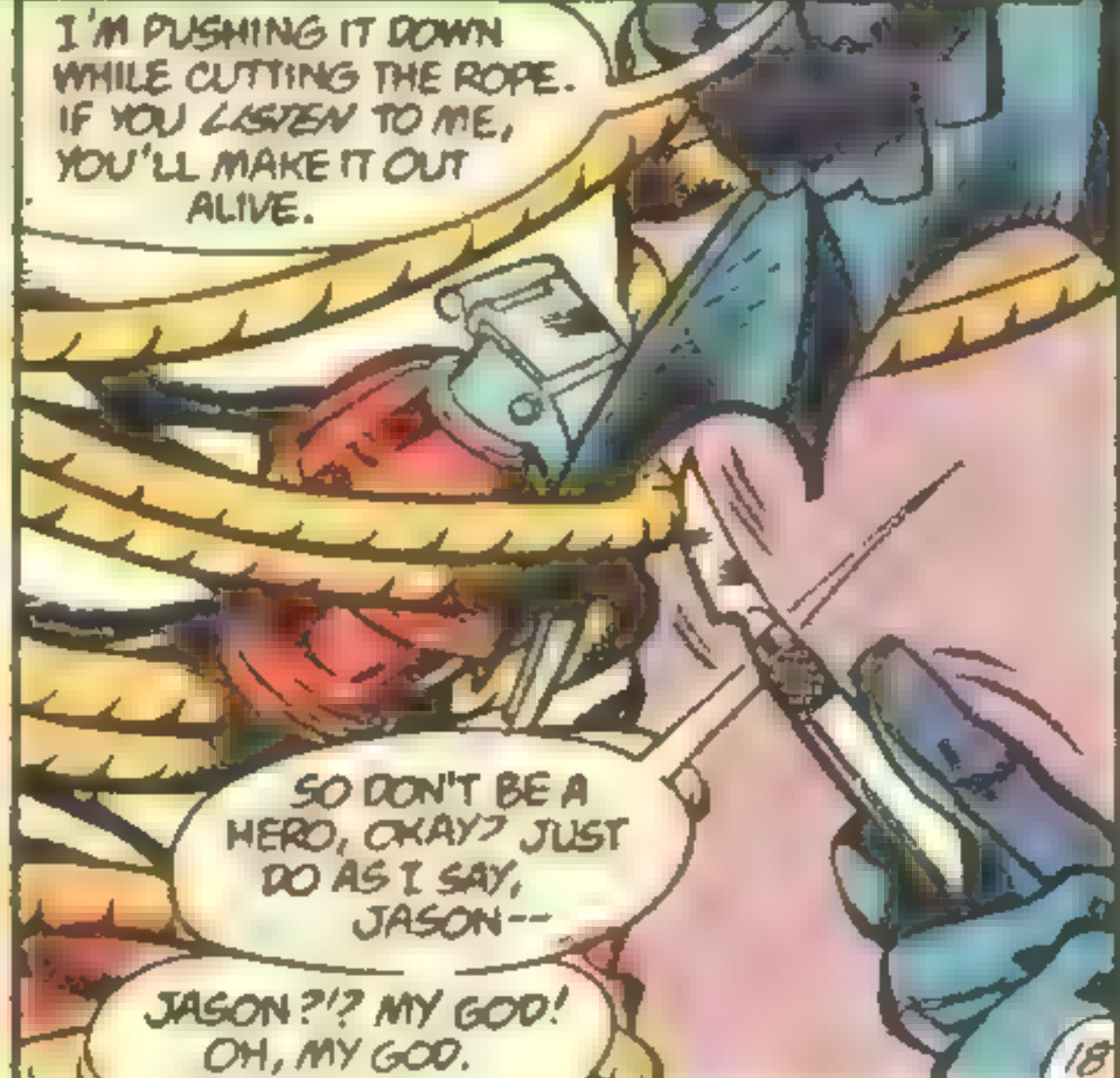
CLUB GEMINI. THAT'S WHERE HE'S GONE.



... HE TOOK MY BAIT!

WHATEVER YOU DO, DON'T MOVE THERE'S A GRENADE TIED TO THE ROPES.

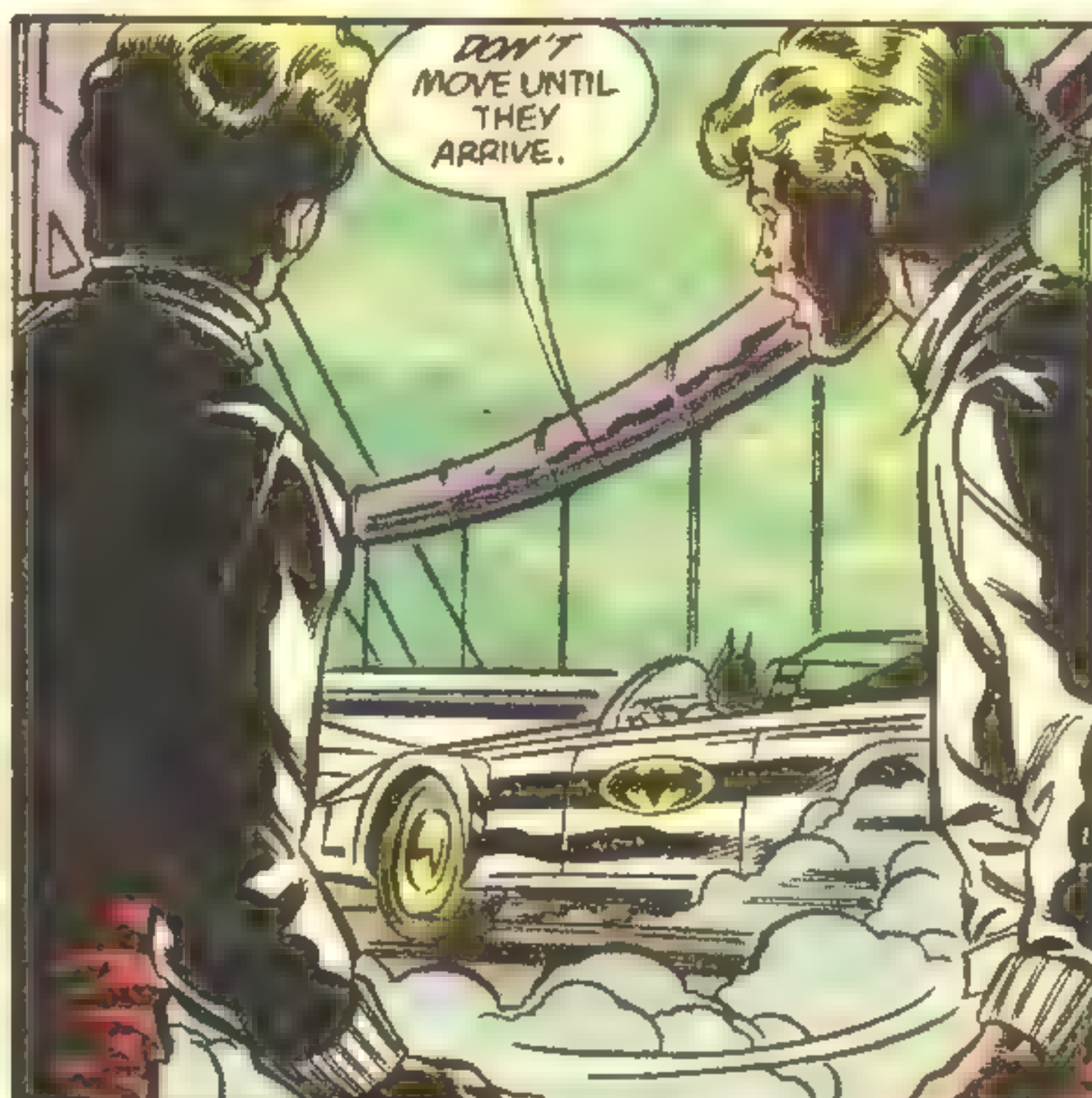
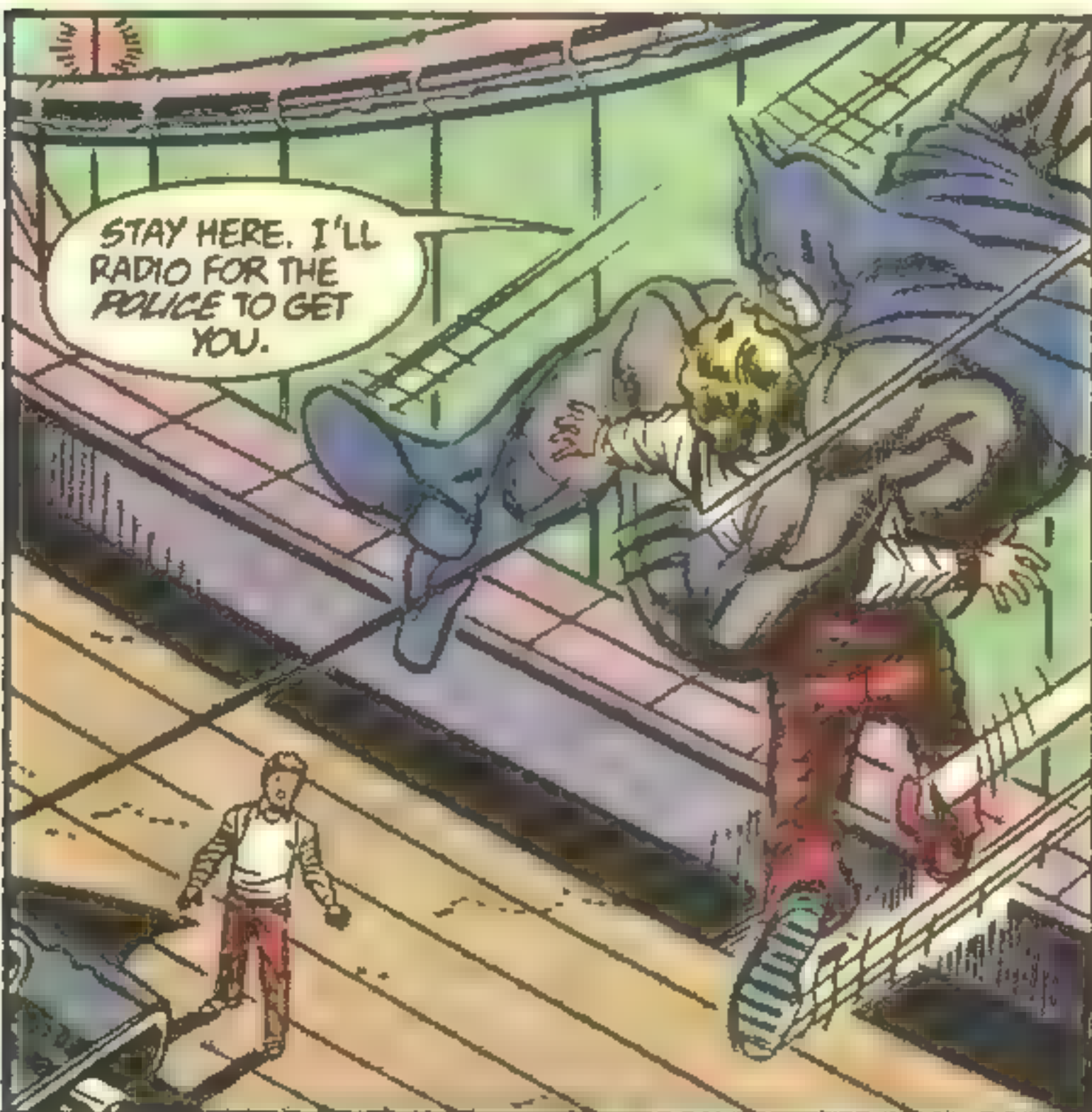
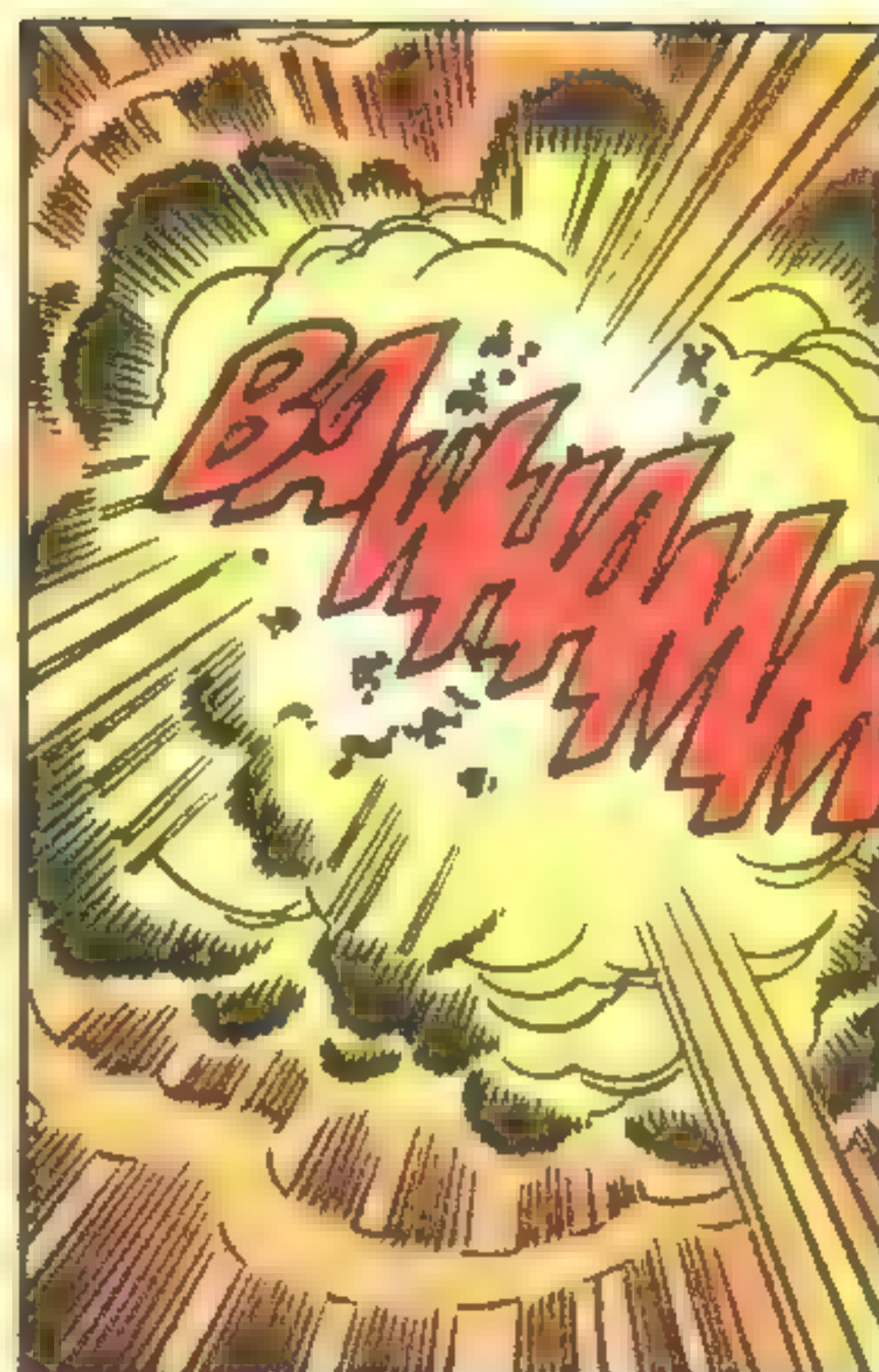
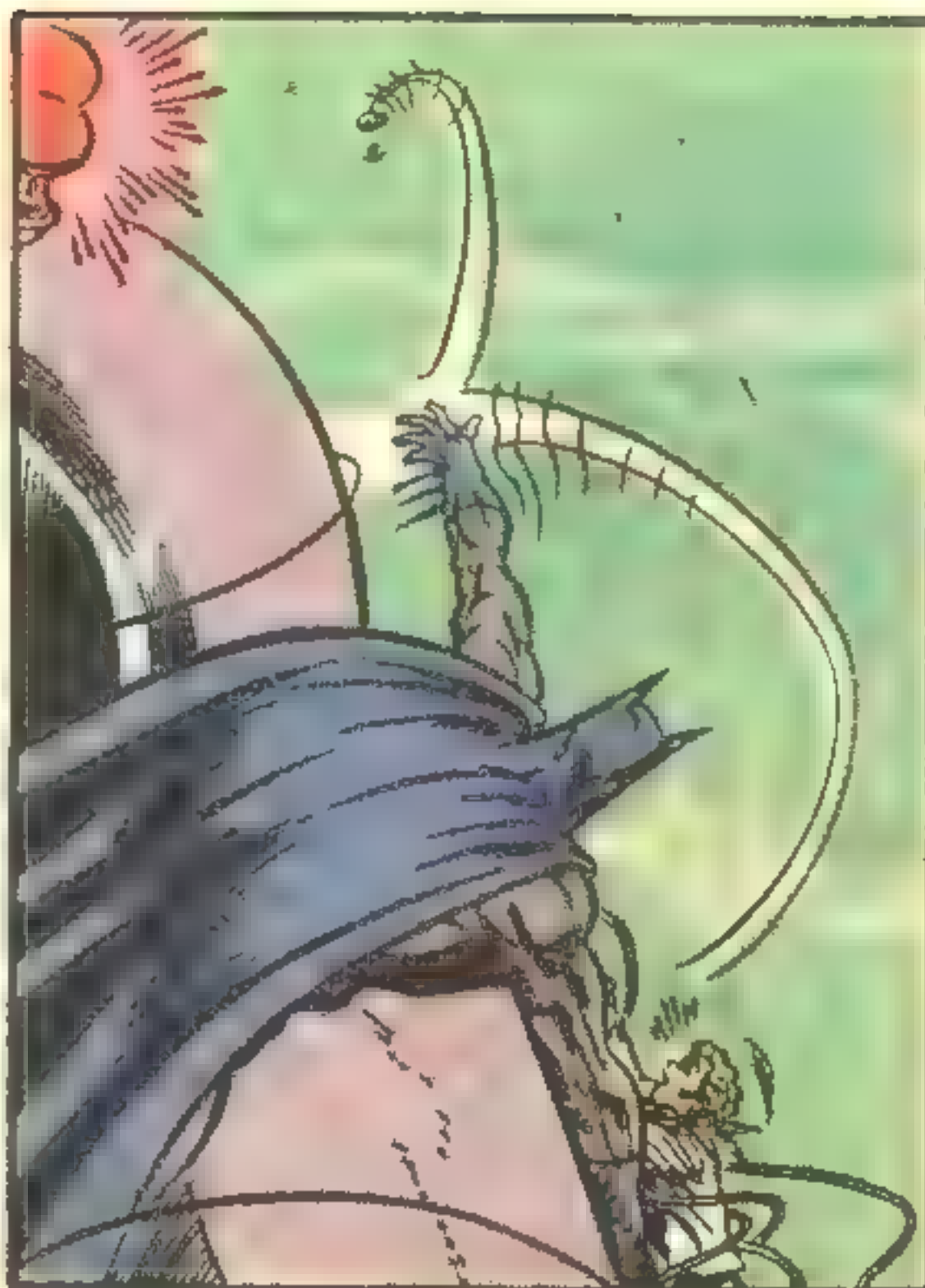
TWO-FACE REMOVED THE PIN, BUT THE ROPE TYING IT TO YOU IS ALSO PRESSING DOWN THE TRIGGER MECHANISM.

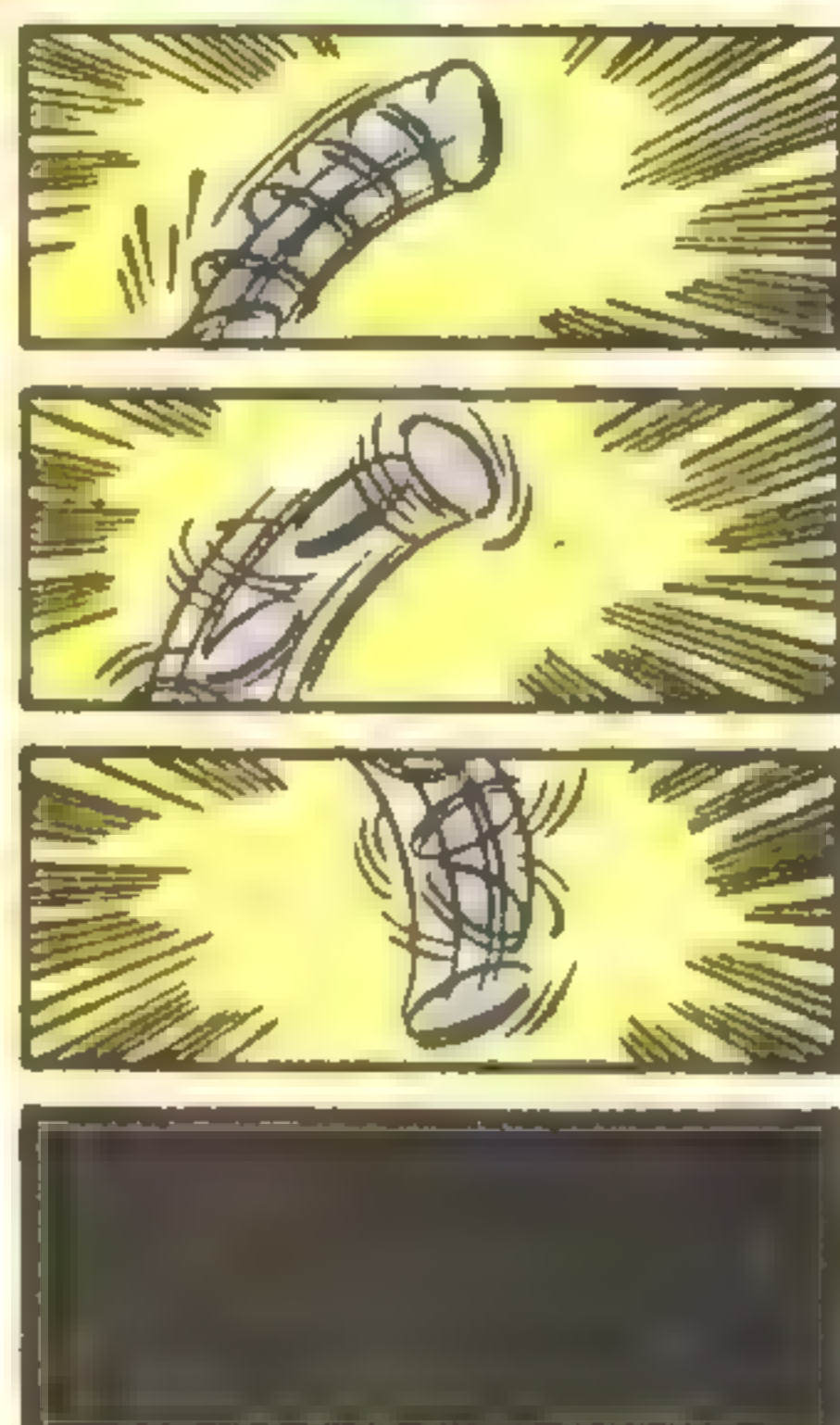
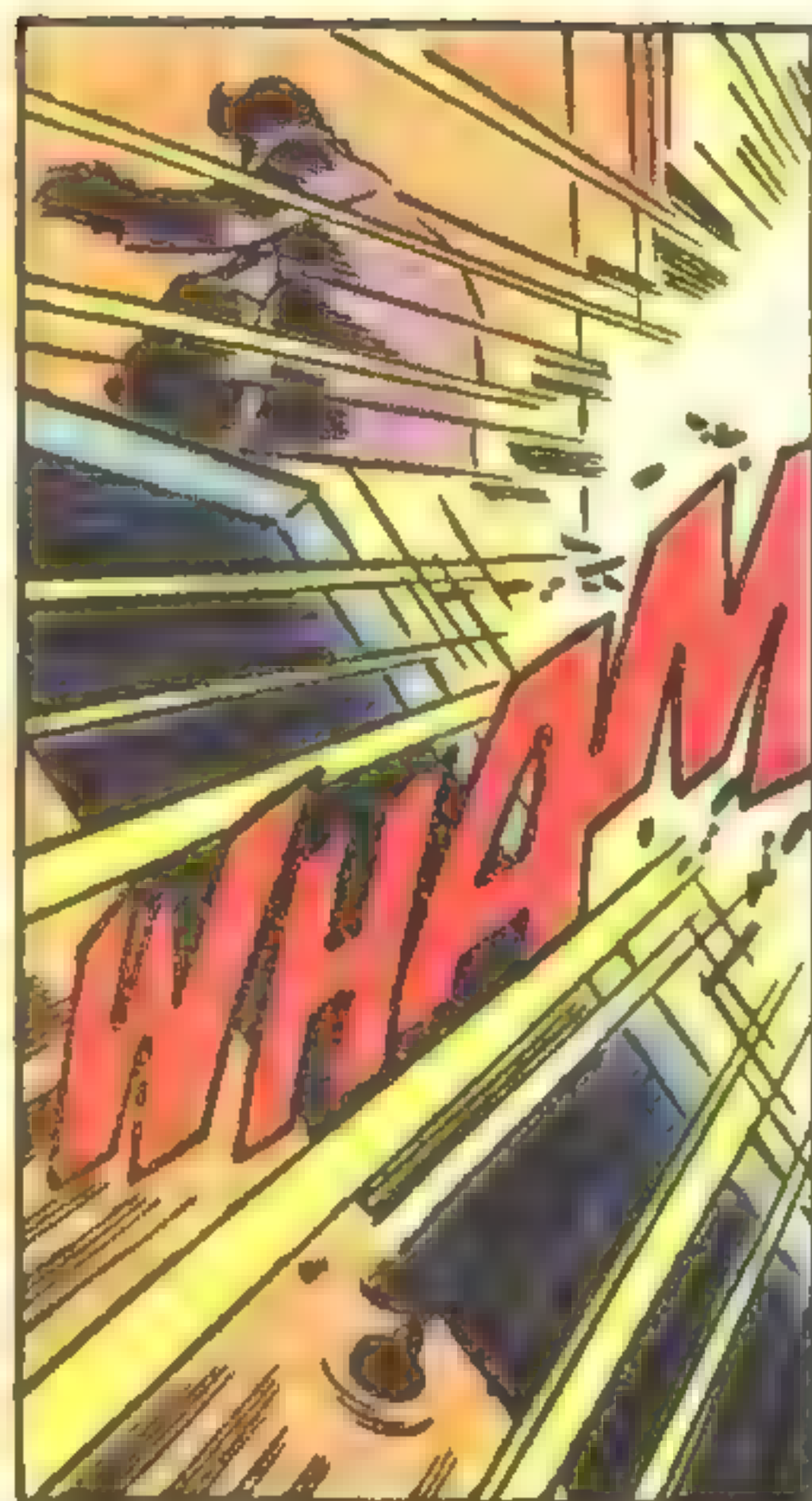


I'M PUSHING IT DOWN WHILE CUTTING THE ROPE. IF YOU LISTEN TO ME, YOU'LL MAKE IT OUT ALIVE.

SO DON'T BE A HERO, OKAY? JUST DO AS I SAY, JASON---

JASON?!? MY GOD! OH, MY GOD.





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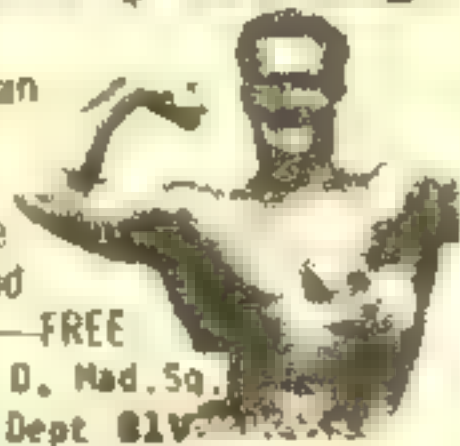
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ROBIN? YOU WANT ME TO GO BACK TO BEING ROBIN?

I CAN'T. JUST AS I CAN'T GO BACK TO BEING THIRTEEN AGAIN.



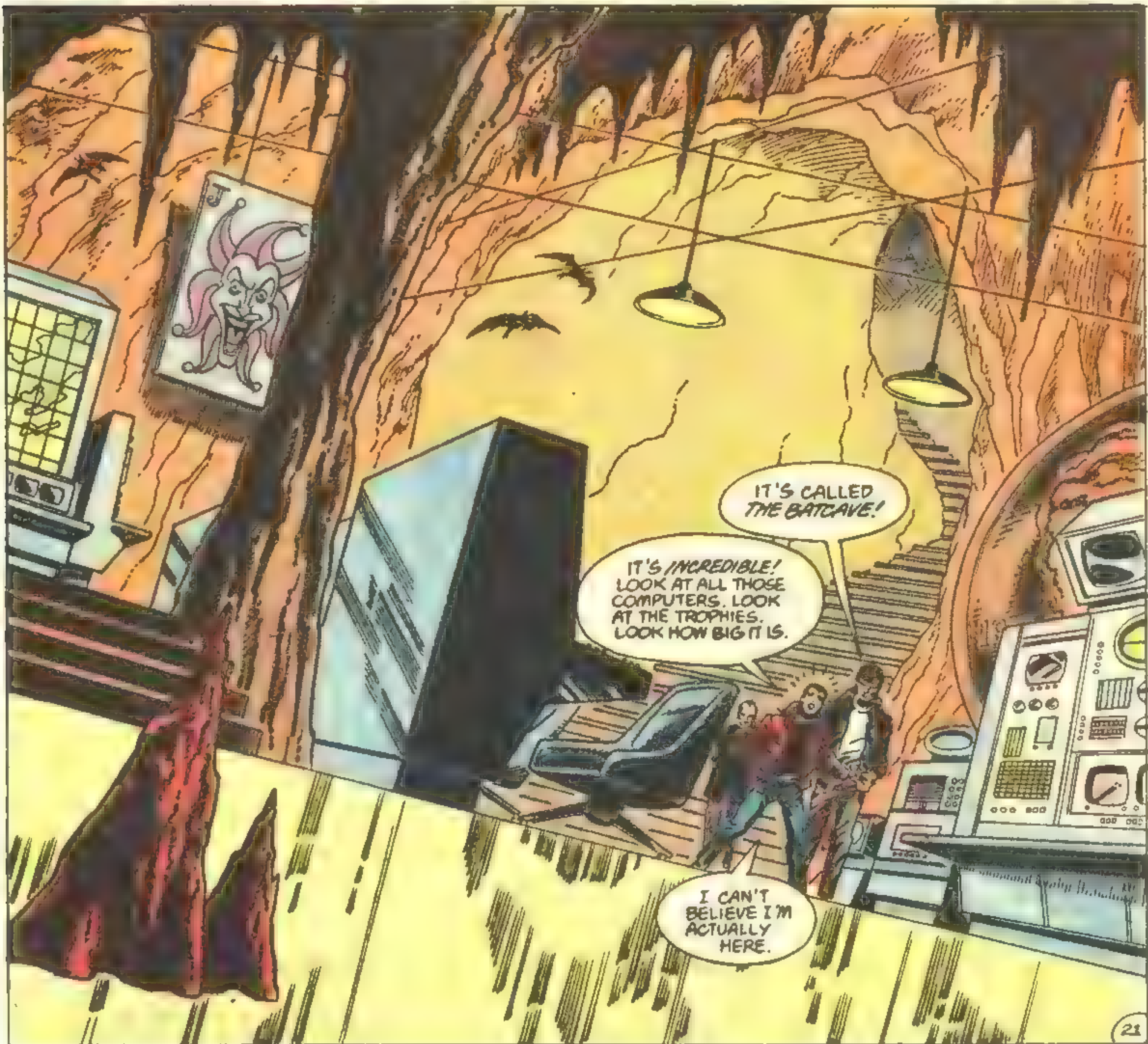
BUT YOU'RE RIGHT-- BATMAN NEEDS ME.

AND MAYBE INSTEAD OF ARGUING WITH HIM, I SHOULD TRY TO HELP HIM.

IF HE'LL ACCEPT MY HELP.



I GUESS IT'S TIME TO SHOW YOU SOMETHING ... DOWN HERE--



IT'S CALLED THE BATCAVE!

IT'S INCREDIBLE! LOOK AT ALL THOSE COMPUTERS. LOOK AT THE TROPHIES. LOOK HOW BIG IT IS.

I CAN'T BELIEVE I'M ACTUALLY HERE.



ROBIN--?

THOSE  
WERE THE  
DAYS.



BUT THOMAS WOLFE  
WAS RIGHT... YOU  
CAN'T GO HOME  
AGAIN.

AND YOU  
MUST  
GO ON.



NO, NOT NIGHTWING.  
DICK, DON'T YOU  
UNDERSTAND--?

BATMAN  
NEEDS  
ROBIN!



DOESN'T  
ANYONE UNDER-  
STAND?

PERHAPS, YOUNG  
MAN. PERHAPS MASTER  
DICK UNDERSTANDS  
PROFOUNDLY--



-- PERHAPS THAT IS  
WHY HE BROUGHT  
YOU HERE.



**TO BE CONTINUED IN THE NEW TITANS '61**

# BAT-SIGNALS

*We only have one page for letters this month, so without further ado...*

Greetings Bat People,

BATMAN: YEAR THREE is fantastic. The team of Marv Wolfman, Pat Broderick, and John Beatty have gone above and beyond the call of duty on this one. Seeing Alfred have a substantial role in the story is refreshing as is seeing Dick and Bruce together again. The artwork is an interpretation of the Darknight Detective that brings me back to my days as a pre-schooler when I found my first hero—Batman. No, he doesn't look all that different from the way anyone else draws him, but in these issues he has that look of the driven, larger-than-life character that we all know and love.

Let's also hear it for John Costanza and Adrienne Roy. The letterers and colorists of this world are like offensive linemen—they do all the dirty work and get none of the glory.

Keep up the great work that you and the guys at TEC are doing. All of us who are not jumping on the "Batwagon," appreciate the care with which you've handled our favorite hero since we were children.

Sincerely,  
Deron Bayer  
(no address on letter)

\*\*\*\*\*

To the Den,

I just wanted to drop a quick note to you, telling you how much I'm enjoying the "mini-series-within-a-series" BATMAN: YEAR THREE. It's really excellent.

I've been a fan of Marv Wolfman's work for quite some time. He's always had the most uncanny knack for making comic book characters seem like people, and after story after story depicting the Batman as a raging, obsessed, crime-fighting machine, it's about time a writer with Marv's particular strengths took on the task of writing this book.

I'm also glad to see that Dick Grayson's history is finally being defined. I hope the present storyline will not mark his last appearance with the Batman. I'd really like to see the two of them reconcile their differences, and, while I think he should maintain his status with the New Titans, I'm hoping Nightwing will become the Batman's partner, NOT his kid sidekick.

On the artistic side, Pat Broderick's pictures are great, but his work on BAT-

MAN has been far too rare. I hope you'll invite him back soon.

Before I go, I should add that BATMAN (the movie) is wonderful. It has surpassed both the media hype and my expectations, which were sky high. You must be very proud of the ol' Dark Knight.

Sincerely,  
Thomas Moudry  
Nashville, TN

\*\*\*\*\*

Dear Guys and Adrienne,

Telling the story of BATMAN: YEAR THREE from the perspective of the present, rather than as a flashback, was an excellent idea. It also shows a certain creativity to tell the story through Nightwing. In this way the story serves two purposes: to recount the early days of both Batman and Robin and to help resolve their current differences.

When I wrote "Batman and Robin" in the above paragraph, the words kind of flowed off my fingers without conscious effort. Batman and the original Robin were a great team, weren't they? Maybe it's time to give Batman and Nightwing a few stories together. The last thing in the world Batman wants right now is another partner so quickly after the death of Jason Todd, but maybe right now is really when he needs one the most. And Dick Grayson, from any perspective, has to be the partner of choice. There are a lot of possibilities there, especially with regard to Batman's current state of mind.

On the down side of this story, I thought there were really too many scene transitions in BATMAN #437, and some of them weren't as smooth as I would've liked, resulting in some momentary confusion on my part. And I thought the dramatic scene, where young Dick Grayson first sees that Bruce Wayne is Batman was pretty hammed up.

Despite what I saw as certain problems with the story, you've done a better job with it than I would have expected. BATMAN: YEAR ONE was certainly a story to tell; even BATMAN: YEAR TWO was worthwhile. I thought BATMAN: YEAR THREE might be getting a little old, but you've taken a unique approach to the story that has made it a lot more than just a retelling of the past.

Yours etc.,  
Herman "Hermit" Wilson  
8208 Briarwood Lane  
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Dear Denny and Dan,

Marv Wolfman's BATMAN: YEAR THREE story has a different slant on Batman's recent increase in violence. I assumed that it was part of the trend that makes successes of movies such as "Rambo" and "Lethal Weapon" and comic characters such as Wolverine and Punisher. Marv implies that this is an emotional problem that grew out of Batman's guilt over his inability to protect Jason, that perhaps this is something Batman *will* get over. I hope so. I long for the detective-type stories; I'd rather see brain triumph over brawn. If I wish to see men in tights beat each other senseless, well, there is more than one comic company that specializes in such drivel.

If Batman does, as I suspect, come to terms with Jason's death, I hope other bat-characters will reflect this change in attitude.

Thanks for listening,

Charlie Harris  
2657 N. Mountain  
Tucson, AZ 85719

\*\*\*\*\*

*Now all of you have to run out and pick up THE NEW TITANS #61 for the next chapter in "A Lonely Place of Dying."*

*And by the time this series is finished, just about everyone in town is going to be talking about this story.*

*That's all for now, Bat-fans. See you next month!*

—K.C. Carlson  
Everyone's pal

## CONTINUED IN:



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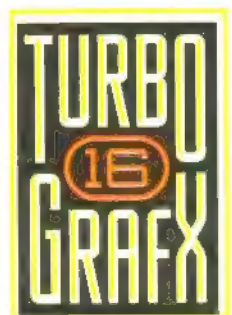
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